

«BONUS INSIDE»

+ Resident Evil: Extinction
Movie Poster

+ Sneak Peek at Resident Evil®:
The Umbrella Chronicles



resident evil®

Wii edition

OFFICIAL GAME GUIDE



BASED ON A GAME RATED BY THE
ESRB MATURE 17+



RESIDENT EVIL: EXTINCTION



IN THEATERS
THIS SEPTEMBER

Columbia TriStar
TM & © 2007 Sony Pictures Entertainment Inc. All Rights Reserved.

sony.com/ResidentEvil

MPAA

PG-13

SONY PICTURES
ENTERTAINMENT

4 resident evil®

PRIMA Official Game Guide

Written by Stephen Stratton

Prima Games

A Division of Random House, Inc.
3000 Lava Ridge Court, Suite 100
Roseville, CA 95661
www.primagames.com



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States. Prima Games is a division of Random House, Inc.

© 2007 by Capcom Co., Ltd. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Capcom Co., Ltd.

Product Manager: Jason Wigle

Editor: Rebecca Chastain

Manufacturing: Suzanne Goodwin

Design and Layout: Calibre Grafix

(C)CAPCOM CO., LTD. RESIDENT EVIL is a registered trademark of CAPCOM CO., LTD. All Rights Reserved.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB Ratings icons, "EC," "E," "E10+," "T," "M," "AO," and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the Ratings icons, please contact the ESA at esrblicenseinfo.com.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide any additional information or support regarding gameplay, hints and strategies, or problems with hardware or software. Such questions should be directed to the support numbers provided by the game and/or device manufacturers as set forth in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 978-0-7615-5701-2

Library of Congress Catalog Card Number: 2007925765

Printed in the United States of America

07 08 09 10 LL 10 9 8 7 6 5 4 3 2 1

Contents

INTRODUCTION	2	THE CASTLE	119
Welcome to		Chapter 3-1:	
<i>Resident Evil 4</i>	2	Storming the Castle.....	119
How to Use This Book.....	2	Chapter 3-2:	
Main Menu.....	4	Alone Again.....	135
Game Screen.....	5	Chapter 3-3:	
Subscreen.....	5	Rescuing Ashley.....	148
SURVIVING THE HORROR.....	8	Chapter 3-4:	
Controls.....	8	Ashley's Ordeal.....	153
Basic Movement.....	9	Chapter 4-1:	
Commanding Ashley.....	10	Long, Hard Road.....	159
Environmental		Chapter 4-2: Caverns and	
Interactions.....	12	Mines.....	175
Combat.....	18	Chapter 4-3:	
WEAPONS AND ITEMS.....	24	Rails and Ruins.....	183
The Merchant.....	24	Chapter 4-4:	
Weaponry and Gear.....	25	Showdown with	
Recovery Items.....	36	Salazar.....	188
Key Items.....	37	THE ISLAND.....	197
Treasures.....	40	Chapter 5-1:	
CHARACTERS AND HOSTILES.....	44	Saddler's Complex.....	197
Cast.....	44	Chapter 5-2:	
Village Hostiles.....	46	Waste Management ...	213
Castle Hostiles.....	50	Chapter 5-3:	
Island Hostiles.....	54	Cage of Torment.....	219
THE VILLAGE.....	58	Chapter 5-4:	
Chapter 1-1:		Army of One.....	232
Welcome to Pueblo.....	58	Final Chapter.....	243
Chapter 1-2:		SECRETS AND EXTRAS	248
Causing a Stir.....	72	Beating the Game.....	248
Chapter 1-3:		The Mercenaries.....	252
Unholy Ground.....	80	Assignment Ada.....	259
Chapter 2-1:		Separate Ways.....	268
Rescue Mission.....	91	RESIDENT EVIL THE	
Chapter 2-2:		UMBRELLA CHRONICLES	
Running Scared.....	101	SNEAK PREVIEW	297
Chapter 2-3:			
Escaping the Village.....	108		

Acknowledgments

Special thanks to Philip Ser, Christine Converse, and Brian Dunn for putting together the *Resident Evil The Umbrella Chronicles* preview.

Author Bio



Stephen Stratton has worked on more than 30 projects in his five years of writing strategy guides for Prima. His repertoire of mastered games includes *Counter-Strike: Condition Zero*, *Rome: Total War*, *Mercenaries: Playground of Destruction*, *The Legend of Zelda: The Wind Waker*, *Super Mario Sunshine*, *Hitman: Contracts*, and *Splinter Cell: Chaos Theory*.

Steve is a lifelong video gamer who attended the Rochester Institute of Technology in Rochester, NY. In addition to his Prima Games guides, he also held a staff position with Computec Media and managed the strategy section of their incite.com video game website.

We want to hear from you! E-mail comments and feedback to ss Stratton@primagames.com.

Introduction

Six years have passed since the destruction of Raccoon City. After narrowly surviving the shocking horrors that occurred there, US Agent Leon Kennedy finds himself on a new mission—the most important mission of his life. The US president's daughter—the First Daughter—has been kidnapped. Assigned to locate the girl at all costs, Agent Kennedy immediately begins a thorough investigation. Information is scarce, but the trail eventually leads him to a small European village.

"Who would want to kidnap the president's daughter? And why on earth would they bring her here?"

Hoping to find more information, Leon sets out to question the locals. But what he finds turns out to be more than he bargained for....

Flesh that knows no pain. Strength beyond any human. It all seemed very familiar—too familiar.

"I thought the nightmares were over..."

Something was different, however. Something about their eyes.... In spite of all the madness, there was still something human in them.

"If they aren't zombies, then what are they?"

"What's going on here?"

Welcome to *Resident Evil 4*

Thank you for purchasing Prima's Official Game Guide to *Resident Evil 4* for the Nintendo Wii game console. We've spared no effort in filling this book with every morsel of information pertaining to what is unquestionably one of the greatest action games of all time. Our guide has been crafted from scratch, tailored specifically to this latest rendition of *Resident Evil 4* for the Wii. We're certain you'll find this book to be an invaluable resource to have at your side as you delve steadily deeper into the horrifying unknown.

If you missed out on the game when it released for the Nintendo GameCube back in 2005 (and later that year for the PlayStation 2), you're in for an extraordinary ride. Winner of just about every critical honor you can think of, including a host of "Game of the Year" awards from gaming-industry journalists, *RE4* set the standard for what a brilliantly designed action game could achieve. The incredible gameplay advances showcased in *RE4* are still marveled over today, a full two and a half years after its initial release.

The game is aptly named, as Capcom initially plunged into its design three separate times, repeatedly scrapping the project and starting over again until they'd finally realized what they were trying to accomplish on their fourth attempt. Their achievements were monumental; the game continues to inspire. In short, you don't just play *Resident Evil 4*—you experience it.

So sit back and tighten your wrist strap. Dim the lights and enjoy the ride!

How to Use This Book

The information in this guide is presented in six different sections, as follows:

Introduction

This portion of the guide provides a preparatory overview. Basics such as main menu options are covered here, along with a look at the various indicators that appear onscreen during gameplay. In-game subscreen usage and navigation is also discussed.

Surviving the Horror



Here we detail all in-game controls and every action Leon can perform, from basic movements to advanced combat tactics. Informative “Surviving the Horror” sidebars appear throughout this section to help underscore vital information. Those familiar with the game may simply want to scan the sidebars for a quick refresher course before diving into the action.

Weapons and Items



Find stats and descriptions for every weapon, item, and piece of equipment Leon encounters during his quest to rescue the First Daughter in this portion of the guide. This includes every collectable treasure and critical item, along with valuable restoratives such as herbs, with tips on how to use them. Dealings with the shadowy merchant character are also discussed.

Characters and Hostiles



Leon isn't completely alone out there; a number of individuals are involved in the events surrounding the First Daughter's kidnapping. Unfortunately, a far greater number of horrific monsters and fiends are also involved, each one intent on ripping Leon to shreds for his interference. This portion of the guide provides descriptions for all characters and enemies Leon encounters, as well as effective combat tips and tactics to help you defeat every hostile entity in the game.

Walkthrough



Leon's quest to save the president's daughter is fraught with danger. Fortunately, we've provided you with a comprehensive step-by-step walkthrough, helping you guide Agent Kennedy through each horrific experience he must endure. Follow our walkthrough carefully, and you'll never become stuck or lost, or miss out on important goodies and valuable items.

Resident Evil

Wii edition

Secrets and Extras



The game contains a wealth of unlockable content. When you're ready to learn all of its secrets, flip to this final section of the guide, where we fully disclose each one. Here you'll learn how to score alternate character costumes, unlock a number of unique play modes, and track down a small arsenal of advanced special weaponry.

Main Menu



Each time you start the game, you're brought to the game's main menu. Here you have access to the following options:

New Game: Begin a new game.

Load: Load a previously saved game and continue from your last save point.

Options: View and adjust a variety of options.

Loading a Saved Game

Choose **load** from the main menu to view a list of previously saved games. The most recent save is highlighted; use **○** or **+** to cycle through the list of saved games and press **A** to load the one you desire.

A variety of information is displayed at the load menu, including:

Chapter: This field shows the adventure chapter at which the game save was created.

Saves: This field shows how many times you've saved your progress throughout the adventure.

Time: This field shows the total amount of time you've spent playing the game at the moment of the save.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Round: This field shows the round in which you're playing. After beating the game, subsequent plays may increase the round.

Mode: This field shows the level of difficulty you're playing on. "Normal" by default. (Beat the game for more options.)

Options



Choose **options** from the main menu to visit the main options menu. Here you may view and adjust the following settings:

Controller Setup: Review the current and available control schemes, and choose the one that best suits your style of play.

Brightness Adjust: Fine-tune the game's brightness level to achieve the desired visual experience.

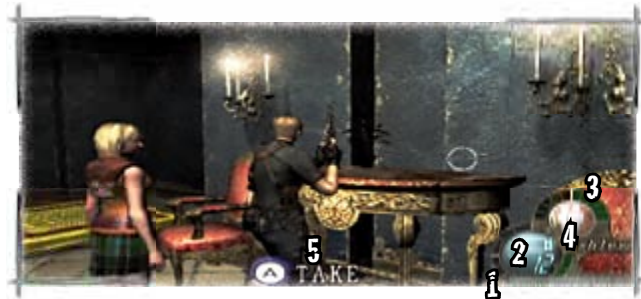
Audio Setup: Tweak the volume levels of the game's background score and sound effects; view and adjust the current audio setup (stereo, mono, or surround sound).



This guide assumes you're using the game's default control scheme.

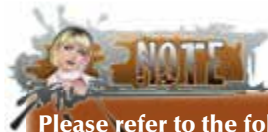
Game Screen

To preserve a frightening atmosphere, you won't find many onscreen meters and indicators clouding up your view of the action. Instead, all pertinent information is displayed in a small, circular icon fixed to the screen's lower-left corner. Action button hints may also appear at the bottom of the screen from time to time, signifying that Leon can perform a special task if you press the indicated button or manipulate the Wii Remote as shown.



1. **Leon's Health:** These colored bars represent Leon's current state of health. Leon is in good health when the bars are green, wounded when they drop to yellow, and near death when they fall to red. The game ends if Leon dies; keep an eye on his health and use recovery items such as herbs to heal him when needed.
2. **Leon's Ammo:** This number represents how much ammo remains in Leon's currently equipped weapon. When the weapon's clip runs dry, it must be reloaded. If Leon has no spare ammo, the weapon cannot be reloaded until he finds more. Conserving ammo is vital; don't waste shots.

3. **Ashley's Health:** Once Leon locates the president's daughter, Ashley Graham, her health is shown here. Ashley's health indicator works just like Leon's; use restoratives to heal Ashley when she's badly injured.
4. **Ashley's Status:** Ashley can't wield weapons, so her current status is shown here instead of ammo info. Ashley's status icon changes depending on whether she's following Leon, waiting behind, or at risk of being harmed or kidnapped by an enemy.
5. **Action Button Hint:** Leon can perform a wide assortment of situational actions, such as opening doors, climbing ladders, pushing objects, and so on. Whenever Leon can execute a special act, a hint appears onscreen. Press the indicated button or manipulate the Wii Remote as shown to make Leon perform the deed.



Please refer to the following "Surviving the Horror" portion of this guide for extensive information on each of the topics touched upon here.

Subscreen

Access the in-game **subscreen** by pressing \ominus . Here you may review all of the items, treasures, and data files Leon has accumulated over the course of the game, or view a map of the region he's currently exploring to help you get your bearings. The subscreen is divided into four sections. Switch between them using the tabs along the top of the subscreen.



Bringing up the subscreen pauses the in-game action, but does not pause the game's internal clock, which keeps track of your overall play-through time. If you're trying to finish the game in record speed, press $\textcircled{2}$ to bring up the pause menu when taking a break instead.

Keys/Treasures



View all of the valuable treasures and mission-critical items Leon has acquired in the **Keys/Treasures** portion of the

subscreen. The screen's upper portion shows the key items he's obtained, while the lower half shows all of his treasures. Highlight an item or treasure and press \textcircled{A} to call up a menu with options to **Examine**, **Use**, and **Combine**.

resident evil

Wii edition

NOTE

Treasures you sell and key items you use to advance through the game vanish from the Keys/Treasures portion of the subscreen.

NOTE

A temporary space appears to the right when rearranging items in the attaché case. Use this space as needed to simplify the task of reorganization. Any items left in the temporary space are discarded when you close the subscreen, so be careful not to leave anything behind.

TIP

Many treasures can be combined with others to increase their total value. Certain key items must be combined before they can be used as well. Examining each treasure and key item at the subscreen usually provides a hint as to whether or not it can be combined with something else. For a complete list of key items and treasures, and details on how to use and combine them, please refer to the "Weapons and Items" portion of this guide.

CAUTION

Use care when arranging objects in the attaché case. Placing certain items on top of others may cause them to combine and form a new item, which you may not have wanted to do!

Highlight a weapon, ammo box, or recovery item and press **A** to bring up a small window with a variety of commands, including:

Equip: Causes Leon to equip the selected weapon, readying it for use in combat.

Use: Uses the selected object. Leon must use items such as herbs to recover health.

Examine: View the object up close and read a brief description.

Combine: Selects the object for combination with another. Highlight the other object and then press **A** to combine the two. Note that only certain objects can be combined, such as rifles and scopes, and various blends of herbs.

Discard: Deletes the item from Leon's inventory. Space is gained but the item is lost.

Weapons/Recovery



Each time you bring up the subscreen with **+**, the **Weapons/Recovery** tab is selected by default. Here you may view all of the weapons, ammo, and recovery items Leon's currently carrying inside his **attaché case**. Though Leon's attaché case starts off small, he can purchase larger ones from the merchant he meets as he conducts his investigation.

Storage space is always limited, so it's important to keep Leon's attaché case well organized. Highlight a weapon, ammo box, or recovery item and then press **+** to pick it up. You may now move the item to any free spot in the attaché case using **○** or **+**. Press **C** or **Z** to rotate the object 90 degrees clockwise or counterclockwise if you wish. When you've found a suitable place to set the item, press **+** a second time to set it down again. This is a good way to fill in odd spaces in the attaché case, creating room for larger items.

Map



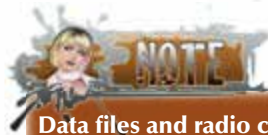
The Map portion of the subscreen provides an invaluable interactive tool that helps you keep track of where Leon's been and where he needs to go. A wide variety of information is displayed on the map via markers, including merchant locations, save points, mission objectives, treasures (assuming you've purchased a treasure map from the region's merchant), open and locked doors, and more. Areas Leon has visited appear brighter on the map than ones he has yet to explore; the flashing arrow highlights his current location.

Introduction

Use **○** to pan your view of the map. Press **[Z]** to zoom in for a closer look and **[C]** to zoom back out. Pressing **[A]** zooms out all the way and centers the map, providing a full view of the entire region. Hit **[+]** to call up a submenu that lets you tailor the map's markers to your liking; this allows you to hide unwanted markers and free the map from clutter.



Bring up the map at any time by pressing **[1]** during gameplay.



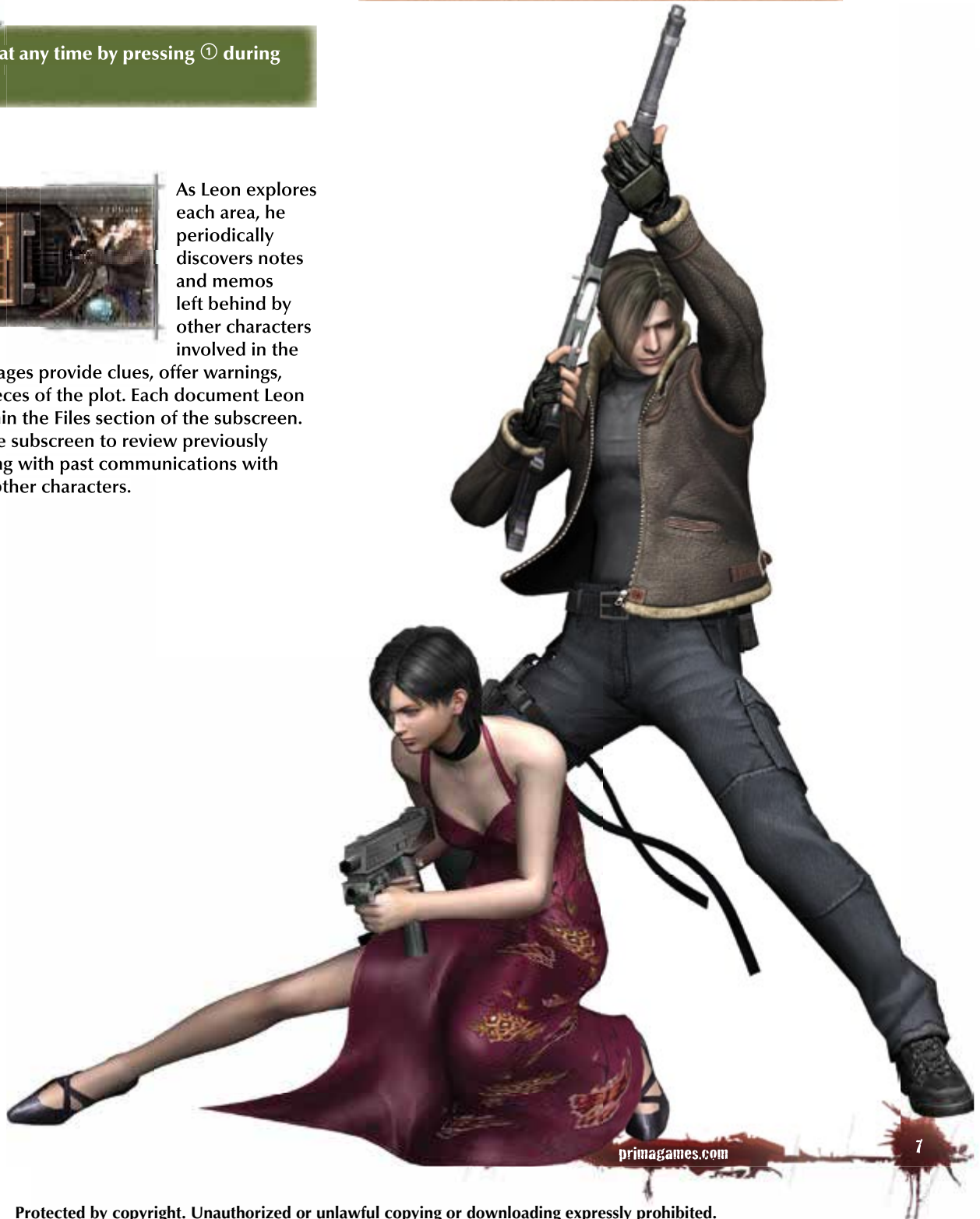
Data files and radio communications are grouped by the region in which they are received. If you're having trouble locating a certain memo or transmission you're sure you've acquired, try searching under a different region using the tab at the top of the menu.

Files



As Leon explores each area, he periodically discovers notes and memos left behind by other characters involved in the

plot. These brief messages provide clues, offer warnings, and reveal bits and pieces of the plot. Each document Leon acquires is stored within the Files section of the subscreen. Visit this portion of the subscreen to review previously collected memos, along with past communications with Agent Hunnigan and other characters.



Surviving the Horror














Agent Leon S. Kennedy encounters all manner of hazards and horrors during his quest to save the First Daughter, Ashley Graham. Keeping Leon and Ashley alive and in good health is of the utmost importance, and knowing how to react to any given situation is the best way to do just that. This portion of the guide details all in-game controls and every action Leon can perform, from basic movements to advanced combat tactics. Ten must-read “Surviving the Horror” sidebars also appear throughout this section, underscoring key survival tactics and strategies. If you’ve played before and are anxious to get going, simply scan the sidebars for a quick refresher course before venturing out to relive the horror.

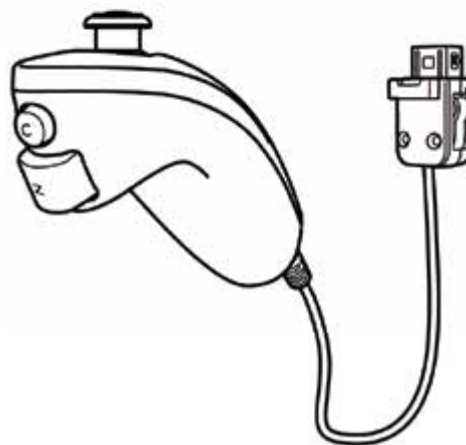
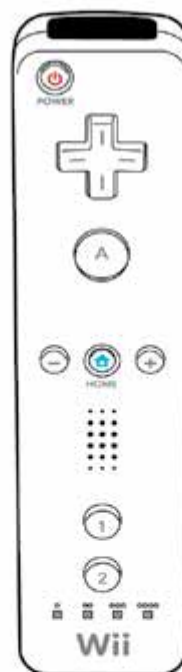
Controls



Controller Setup Menu

This guide assumes you’re using the game’s default controls, outlined below. Other control schemes are available; visit the **Controller Setup** section of the main menu/pause menu options to view and modify your current controls.

Command	Action
	Move/Target
	Reload/Camera
	Fire or attack (while holding )/Action/Confirm
	Draw weapon/Rotate item in attaché case/Cancel
	Draw knife/Knife attack (with )/Zoom scope
 + Wave Wii Remote	Knife attack
Wave Wii Remote	Quick knife attack
	Run/Quick 180 degree turn/Zoom scope
	Ashley commands/Display keys and treasures
	Display status screen/Skip cutscenes/Cancel
	Quick Map
	Options Menu








Basic Movement



Before we delve into the fun stuff, let's start with the basic aspects of movement. Knowing how to steer Leon with grace and surety is the first step to survival.

Walking and Running



Use  to make Leon walk about. Walking is slower than running, but Leon's footfalls make less noise when he walks,

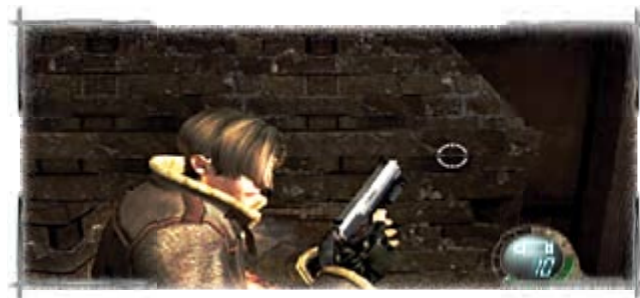
reducing the chances of alerting enemies to his presence. Walking also reduces the chances of stumbling into a hazardous trap you may not have noticed when moving at a brisk pace. Push  and  to move Leon forward and backward, and  and  to make Leon turn in place.



Hold  as you press  to make Leon run forward at top speed. Running is much faster than walking, but it creates more noise. Make Leon run to escape enemies and other hazards, or to quickly move from one area to the next.



There's no way to make Leon strafe side-to-side.

Quick Turn



The quick turn is a vital maneuver. Press  +  to execute a quick turn, causing Leon to spin 180 degrees and face whatever's behind him. The quick turn allows Leon to check if enemies are sneaking up behind him, or to swiftly twirl and run from the face of danger.

Surviving the Horror:

Outmaneuver Hostiles

Many times, the first step to surviving a fight against impossible odds involves using Leon's superior mobility.



Never allow enemies to surround Leon; always position him where he has the best chance to defend himself from foes. When you face large groups of hostiles, confined spaces, such as tiny rooms and narrow passages, are ideal. Hole up in such locations so Leon's attackers cannot surround and overwhelm him.

Leon's enemies are cunning and relentless, and you'll find it hard to keep them from flanking him at first. When confined spaces can't be found, press Leon's back to a wall or corner, or simply back him up; these basic maneuvers ensure that Leon won't be assaulted from behind.



Above all, never feel that you have to make a stand at a certain location. If the spot you've chosen to defend suddenly becomes

a liability, fall back and get out of there. Leon runs a bit faster than most of his adversaries; a quick turn followed by some fast footwork is usually the best way to escape.

Sometimes, you may find that you've no better place to fall back to. In these situations, consider moving forward, slipping past foes to take up position somewhere beyond. Though most hostiles are quite agile, Leon can usually run past them as long as he doesn't move too close. To safely run past a group of enemies, first try to knock several of them to the ground with a kick or short-range shotgun blast. Then make a dash for it before they regain their footing.

resident evil

Wii edition

Looking



While not technically a form of movement, scanning Leon's surroundings can be very beneficial. Use \oplus to make Leon look around. This simple act can help you spot traps, enemy ambushes, and the like, potentially sparing Leon great harm.



Use \oplus while moving Leon to view the environment on the go.

Commanding Ashley

Even after Leon locates the president's daughter, his problems are far from over; the two must still escape the clutches of their terrifying tormentors. You've no direct control over Ashley throughout most of the game; instead, you can issue a few orders to her through Leon. The orders are fairly straightforward, with the most common being **follow**, **wait**, and **hide**.

Follow and Wait

As long as Leon and Ashley are united, you can issue Ashley the **follow** and **wait** commands by pressing \oplus . For the most part,



you want Ashley to follow Leon; this ensures that she won't fall behind or become the victim of a surprise attack. When following Leon, Ashley sticks close behind him wherever he goes. She'll trail him as he opens doors, climbs up ladders, jumps through windows or across small gaps, and so on.

at separate locations to progress, and the wait command is the only way to keep Ashley from following Leon.

When you no longer want Ashley to wait around, press \oplus again to order her to follow Leon once more. If Ashley is far away, she automatically takes the shortest route toward Leon, opening doors, climbing ladders, and so on until the two are reunited.



Don't leave Ashley behind when moving from one area to the next; enemies may appear out of nowhere to assault or capture her.



The only thing Ashley won't do on her own is leap down from high ledges and platforms. After Leon drops to a lower floor, he

must wait there a moment to catch Ashley. If you forget to catch Ashley and start off without her, she soon yells out, asking Leon where he's going.



When moving into the frightening unknown, it's sometimes best to press \oplus and order Ashley to wait, leaving her

behind where it's safe. This is rarely necessary, but Ashley's presence can be a serious liability in a handful of situations. In addition, some puzzles require Leon and Ashley to stand

Hide

You can use the **hide** command only when Leon is standing near an object in which Ashley can conceal herself, such



as the trash bins in the Village region. Keep an eye out for these handy objects. While hiding, Ashley cannot be found and is completely safe from harm—provided Leon doesn't leave the area without her. Once Leon has secured the area, press \oplus to order Ashley to follow her guardian once more.

Working Together



Sometimes Leon needs Ashley's help to get past certain obstacles. Ashley may need to climb on Leon's shoulders to

reach a high ledge, for example. In these situations, special action button hints appear at the bottom of the screen to indicate the required maneuver. Press **A** to make Leon and Ashley perform the feat.



Other times, Leon must cover Ashley as she performs certain tasks. Keep a close eye on her at all times, using the appropriate weaponry to defeat any hostiles that threaten to assault or capture her. Whatever you do, avoid shooting Ashley!

Surviving the Horror:

Protect Ashley

It's game over if Ashley dies, so her health and status are just as important as Leon's. Keeping Ashley safe is vital; make sure she sticks close to Leon and always keep an eye on her condition, using recovery items to heal her whenever the need arises.



Fortunately, Ashley's quite good at keeping out of harm's way. Whenever Leon points his weapon, Ashley quickly ducks for cover, knowing

gunshots are soon to be fired. This keeps her out of Leon's sights and also makes her a smaller target for enemy attacks and projectiles. Be careful, though: it sometimes takes a moment for Ashley to hit the deck, and Leon's hurried gunfire can kill her just as surely as a Ganado's hatchet.

If you have a feeling a fierce battle is about to erupt, consider leaving Ashley behind while moving Leon to explore the area. If there's a place for Ashley to hide, take advantage right away; you can bet there's grave danger nearby.

Not all enemies want to kill Ashley. Ganados, Illuminados, and other humanoid hostiles attempt to capture the girl,

carrying her off toward the nearest exit. Leon fails his mission if they succeed, so pay close attention to Ashley's status and cries for help. If Ashley is captured, strive to save her by firing at her kidnapper's exposed body parts. Naturally, you don't want to hit Ashley by mistake; reduce the chances of doing so by aiming to take out her captor's legs.



Status Icons

Ashley cannot wield weaponry, so her current status is displayed next to her health instead of any ammo-related information. During combat scenarios, Ashley's status can be just as important as her health; pay attention and react quickly when you see either the danger or captured icons appear.



Follow icon



Wait icon



Danger icon



Captured icon

Follow icon: Default status; Ashley is following close behind Leon.

Wait icon: Ashley is troup with Leon and follow him once more.

Danger icon: Ashley is unable to follow Leon. She may also be in peril and may be suffering serious damage. Immediately assess the situation and take action to save her.

Captured icon: Ashley has been captured by an enemy and is being carried toward the area's nearest exit point. Quickly but carefully shoot her captor to free her.

Resident Evil

Wii edition

Environmental Interactions

Leon can interact with his surroundings in a variety of ways. Most of these interactions can be initiated only when Leon stands near certain objects that he can somehow use, such as doors, ladders, switches, and so on. Whenever Leon stands near such an object, an **action button hint** appears at the bottom of the screen. These hints suggest the action Leon can perform (open, climb, press, etc.), and also show you the button or combination of buttons you must press to make him carry out the act. In some cases, you must manipulate the Wii Remote in a specific pattern instead of pressing buttons.

On the other hand, some environmental interactions are performed by more customary means. Such interactions include smashing objects with weaponry and falling into traps. The following sections detail each of the common environmental interactions Leon may perform.

Examining Objects



Leon has a discriminating eye, and examining objects is one of the most basic environmental interactions he may perform. Most objects that seem to stand out from the environment or “draw your eye” can be inspected by Leon, providing a closer view and a brief description.

To examine an object, move Leon close to it, then press **△** when the **look** or **examine** action button hint appears onscreen. Have Leon examine everything he can; you never know what he may discover.



Items hidden in the environment often sparkle, giving away their locations. Items dropped by fallen hostiles are usually highlighted by tall shafts of light that extend upward toward the sky. Item drops usually disappear after 30 seconds or so; be sure to collect them beforehand.



You can examine everything Leon has collected within the subscreen menus. For details, please refer to the previous “Subscreen” section, found in the introductory pages of this guide.

Taking Items



With no way of anticipating the incredible ordeals that await him in Europe, Leon brings very few items with him

at the start of his mission—no more than a knife, handgun, a few bullets, and a canister of first aid spray. Fortunately, he discovers a great many items during his search for Ashley, including advanced weaponry, spare ammo, and recovery items such as herbs. Leon can collect each of these valuable items, storing them in his inventory for later use.

To take an item, move Leon close to it and then press **△** when the **take** action button hint appears. Search high and low for items in each area; the more items Leon collects, the better his odds of survival.

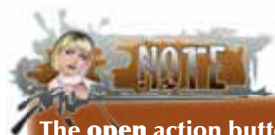
Opening Doors

Interacting with doors is another common action Leon can perform.

To open a door, move Leon near it and then press **△** when the **open** action button hint appears. Leon slowly, quietly opens the door, but does not enter until you move him through. If you're in a rush, double-tap **△** to make Leon kick in the door, then quickly bolt inside. Doors commonly close behind Leon, sometimes sealing shut to trap him and prevent his escape.



Try opening all sorts of objects. Certain cabinets and desk drawers can be opened, revealing hidden goodies.



The **open** action button hint sometimes appears in bold, green type. This indicates that opening the nearby door will cause Leon to exit the current area and proceed to the next area beyond. This same principle applies to climbing ladders, using elevators, and so on.

Surviving the Horror:

Doors Are Your Friends



You can never tell what lies beyond a closed door, but one thing's for sure: Leon can exploit doors to help simplify

many combat situations. For starters, enemies who pursue Leon through narrow doorways are forced to line up into tight formations; this makes it easy to pin them down with heavy fire and prevents them from using their numbers against Leon.



Leon can also use doors as weapons against his foes. Pressing **A** twice in rapid succession causes Leon to violently

kick a door rather than slowly opening it, knocking all enemies standing on the other side of the door to the ground and damaging them. This is a somewhat risky maneuver however, as Leon's enemies can kick doors in a similar fashion.

Finally, Leon can block certain doors by pushing nearby objects in front of them, such as bookshelves and cabinets.



Blocking doors in this manner makes it difficult for Leon's pursuers to open them, slowing them down and allowing Leon to combat them more efficiently. In addition, if the door is made of wood, Leon can pelt his adversaries with gunfire while they attempt to batter it down, without fear of counterattack.

Jumping Through Windows



Leon is a man of action, and he doesn't need to rely on a door to enter or exit a room—windows work just as well. To make Leon jump through a window, move him close to one and then press **A** when the **jump in** or **jump out** action button hint appears onscreen. Leon leaps through the window, smashing its glass and landing safely in the area beyond.



As with doors, Leon can push certain cabinets and bookshelves in front of windows to cover them up, temporarily preventing hostiles from pouring through.



Shoot enemies as they jump through windows to knock them backward. One bullet is usually enough to send them tumbling to the ground.

Using Ladders



Leon encounters a number of climbable ladders over the course of the game. To make Leon climb a ladder,

move him close to one and press **A** when the **climb** action button hint appears. Leon then quickly scales or descends the ladder.



Leon cannot be harmed while climbing ladders. Use this to your advantage.

Resident Evil

Wii edition



Some ladders are not affixed to structures and can be knocked down. This is a good way to temporarily prevent enemies

from catching Leon, and to damage them without spending ammo. Climb up a ladder, then execute a quick turn and press **A** when the **knock down** action button hint appears. Leon gives the ladder a mighty shove, sending it toppling over. Any villains that were climbing after him are knocked to the ground along with the ladder, landing with heavy impact.



You can also shoot Leon's gun and swing his knife at enemies as they chase Leon up ladders to knock them to the ground. This is a good way to conserve ammo and simplify many fights.

After knocking a ladder to the ground, Leon can always raise it back up again. To accomplish this, move Leon



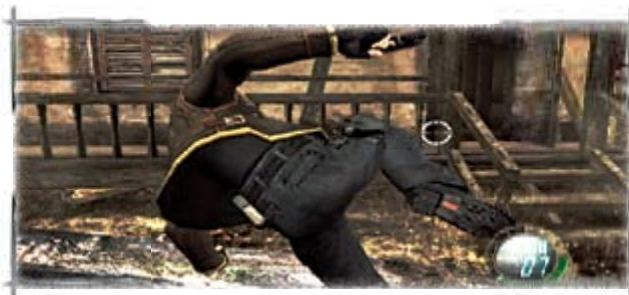
close to the base of the prone ladder, then press **A** when the **raise up** action button hint appears onscreen. Leon quickly lifts the ladder, returning it to its former upright position. The ladder can then be climbed as normal.



Intelligent hostiles can raise ladders just like Leon. After you knock down a ladder, watch to see if an enemy props it back up again.



Vaulting Obstacles



Many environmental obstacles impede Leon's progress. If an obstacle is short enough, such as a low fence or stumpy barricade, Leon can usually vault over it. To vault an obstacle, move Leon close to it and then press **A** when you see the **jump over** action button hint. Leon leaps over the obstacle in one fluid motion, quickly reaching the other side.



It's sometimes hard to tell what lies on the other side of an obstacle. Be careful when vaulting obstacles in combat zones; traps may be placed on the floor beyond.



Try to trick enemies into vaulting over obstacles. It usually takes just one bullet to knock them backward when they do so.

Pushing Objects



As previously mentioned, Leon can push certain objects about, such as bookshelves and cabinets. Sometimes

this is done for his own protection; other times, Leon must shove objects out of the way to reveal hidden passages and progress. To push an object, move Leon close to it, then press and hold **A** when the **push** action button hint appears. Continue to hold **A** to make Leon shove the object to the desired location, releasing the button when you're done.

Pulling Levers, Buttons, and Switches



Levers, buttons, and switches can all be activated to create changes in the environment. Whenever you spot one of

these, move Leon close to it and see if an action button hint pops up. If so, press the appropriate button to activate the object. You may need to hold the button down or press it repeatedly, depending on the situation.

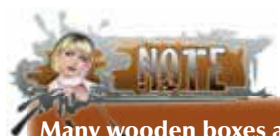
Property Damage

Destroying objects in the environment is not only fun, it's usually quite profitable. A small variety of objects, such as wooden boxes and barrels, can be smashed apart to reveal hidden items and other goodies. Always be on the lookout for destructible items, and use the knife to shatter them whenever possible; there's no point in spending ammo when you don't need to.



The two most common destructible objects are small wooden boxes and larger wooden barrels, and

the vast majority hold valuable items. Smash both of these by striking them with Leon's combat knife. Keep your eyes peeled for boxes and barrels, and destroy each one you see.



Many wooden boxes and barrels spawn randomly generated items. Leon may find pesetas, a box of ammo, a recovery item, or there may be no item at all.



Some boxes and barrels contain dangerous snakes that quickly lash out at Leon when they're disturbed. Always be ready to make a second quick knife swipe with the combat knife to kill these pests, collecting the valuable chicken egg they leave behind.

Surviving the Horror:

Destroy Everything

Almost everything that can be destroyed holds something of value. Leon's survival often hinges on the items he has in his inventory; running out of ammo or restoratives can mean certain death, so smash everything you see and reap the rewards.



If you're unsure if an object can be destroyed, just take aim at it. If the targeting reticle changes from green to red, the object can be targeted. Chances are good that it can also be smashed apart to reveal a valuable prize.

Birds and Nests



Whenever Leon encounters a group of ravens, he can shoot them to spawn random item drops. The birds take flight

if Leon gets too close, and they'll also fly away if they're frightened by his gunshots. Keep some distance from the birds and carefully pop each one with Leon's handgun to gain some goodies.



If you startle the birds, you can leave the area and re-enter to make them return to their former state.

Leon can also shoot down bird nests found in certain trees. These objects usually leave behind valuable items, so look up from time to time and watch for them.



Resident Evil Wii edition Lanterns



Hanging lanterns are much rarer than wooden boxes and barrels, and therefore often reveal prizes of greater worth.

Firing at a hanging lantern causes it to fall to the ground, smashing apart in a wide burst of flame similar to an incendiary grenade. Whenever you spy a lantern, stand back and take careful aim, then squeeze off a round with Leon's handgun to send it crashing to the ground. Collect the prize it leaves behind once the smoke clears.



Lanterns are fantastic traps to use against enemy pursuers. Lure your foes toward one and then shoot the lantern when they pass beneath it to inflict severe—often fatal—damage.

Locks and Wooden Boards



Some doors feature heavy chains and padlocks that prevent Leon from opening them. Don't give up hope, though; Leon can open these doors by destroying their locks and chains. A close-range shotgun blast usually does the trick, but if you're not in a rush, use Leon's quick knife attack instead to conserve ammo. After smashing the lock, Leon may open the door as usual.

Some windows are boarded up and cannot be jumped through until Leon destroys the obstructing wooden boards. Again, a shotgun blast is the fastest way to remove the boards, but the quick knife is the preferred method of destruction when speed isn't critical.



Traps and Hazards

Not everything that can harm Leon walks about on two (or more) legs. Many dangers present themselves in the form of traps placed to ward off intruders. Keep an eye out for such dangers and do your best to avoid them.

Bear Traps

Bear traps are some of the very first hazards Leon encounters.


These nasty devices lie in wait on the ground and often blend in with their surroundings, making them difficult to detect. If Leon moves into contact with a bear trap, it quickly snaps shut, trapping one of his legs and causing great agony. Worse, Leon is left temporarily vulnerable while caught in a bear trap, easy prey for nearby hostiles.



Leon can shoot bear traps to set them off. Even if Leon leaves the area and returns, the traps remain triggered and harmless. This is a good way to clear an area that's filled with such devices, particularly when you have lots of handgun ammo but few recovery items.

Surviving the Horror:

Move with Caution

Traps and environmental hazards can cause severe damage when triggered. Fortunately, they're also some of the easiest dangers to avoid—provided you know where they lie. Always move slowly and methodically when traveling through forests and other areas where it's tough to see what's underfoot. Walk, don't run, and periodically look around with  to ensure that you aren't caught by a cleverly concealed trap. If you think you've spotted a hazardous device, take aim at it; if the object registers as a viable target, chances are it's dangerous.

Tripwires

Some of the most lethal traps are tripwires stretched between two trees, walls, and other objects. These thin

cords are designed to be nearly invisible, each end tied to a powerful explosive charge. Moving into contact with a tripwire instantly detonates both explosives, often resulting in a violent death. Be wary of these hazards and do your best to avoid them.



Fire and Spikes



As Leon advances deeper into enemy territory, he begins to encounter traps of a more devious nature.

Fire-spewing statues, spike-covered ceilings that suddenly descend upon him, giant pendulum blades that swing out from the walls—these and more pose serious threats to Leon's health. Use great care when navigating through the unknown.



Spotting tripwires can be tough, but it's not hard to spy their twin explosive charges, which are usually red and feature small, blinking lights. Locate both charges and then look for the tripwire that connects them so you can avoid the trap. Or simply shoot one of the charges from range to set them both off.



Lure enemies into tripwires for a double-whammy: you rid the area of a dangerous trap and simultaneously kill your adversary, at no cost to you.

Dodging and Escaping



At several points, Leon must rely on his razor-sharp reflexes to see him through sudden life-or-death situations.

When something truly awful is headed his way—say, a giant rolling boulder that could crush him like a grape—Leon is given a brief chance to dodge and completely avoid the danger. Whenever this occurs, the **dodge** action button hint appears onscreen, showing the buttons you must press to make good Leon's escape (usually **A** + **B**). Success means he gets away unscathed; failure is a bit more common and often results in Leon's untimely demise.

Explosive Barrels



Not every barrel Leon encounters is safe to smash. Red barrels are extremely volatile and will explode when damaged. Just one well-placed bullet is usually enough to detonate an explosive barrel; keep away from these dangerous objects and try to use them against hostiles whenever the chance permits.

In addition, many monsters use attacks that ensnare Leon, inflicting steady damage. When Leon is caught by such an attack, the **escape** action button hint usually appears onscreen. Manipulate the Wii Remote as indicated to free Leon from the assault and lessen the damage he receives.



Leon periodically finds himself in other hazardous situations, and you must help him escape using these same techniques. Quickly shake the Wii Remote or press whichever buttons appear onscreen to pull Agent Kennedy through.

Resident Evil

Wii edition

Using Typewriters

There are only two ways to save your progress. The most common method is to steer Leon toward a typewriter, which he may use to record his current progress. The other method is to clear a chapter of the game; you're given the option to save each time you do so.

Continue points are the points from which you restart after an untimely demise, usually the door from which you entered the current area. These are only temporary; be sure to save your game at a typewriter before you turn it off.



Ink ribbons are not used in the game. You may use typewriters to save your progress as often as you like.



Choosing the pause menu's "Retry" option loads your most recent continue point, not game save. Retrying difficult areas after you've figured them out can be very beneficial.



Surviving the Horror:

Retry!

Death is never permanent. Even if Leon succumbs to the horrors he must face, there's no limit to how often you may

choose to continue from the last continue point. Retrying can be a great way to increase combat efficiency and cut down on wasted ammo and recovery items. The following are all good reasons to pause and retry:

You Had a Bad Run: Some areas are filled with dangers and can be difficult to clear without blowing through lots of ammo and recovery items. The retry option allows you to go back through an area you've managed to clear, but felt you could have done better at.

Weak Item Drops: Most enemies you kill and many objects you smash spawn random items. Sometimes the odds don't go your way and you come up largely empty-handed. If you feel you were the victim of weak item drops, you may want to pause and retry so you can revisit the area and try your luck again.

You Have Got to Do That Again: Many moments in the game are so mind-blowing, you just have to choose to retry so you can experience them again. Go ahead; enjoy.



Combat

Leon becomes drawn into an epic life-or-death struggle shortly after he arrives in Europe. Crazy locals and terrifying fiends lurk around every corner, each one intent on tearing him to shreds. Fortunately, Leon is a highly trained US agent and former officer of Raccoon City's police department. When the need arises, he's easily capable of dealing out death just as swiftly as his adversaries. Here we show you how to best take advantage of Leon's impressive array of combat-related skills, ensuring you get the most out of each and every bullet.

Aiming and Firing



Press and hold **[B]** to make Leon draw his currently equipped weapon, taking aim at whatever stands in front of him. Aim the Wii Remote to move Leon's laser sight about, pressing **[A]** to fire once you've lined up a target. One press of **[A]** fires one round; holding down **[A]** causes the weapon to unload its clip at its maximum firing speed.

Surviving the Horror:

Choose Weapons Wisely



As Leon explores each area, he periodically discovers new types of weaponry to add to his arsenal. It's important to understand that each

category of weapon (handgun, shotgun, rifle, etc.) is designed for use in specific combat scenarios. For example, shotguns are devastating when used against nearby targets, but they're largely ineffective against long-range threats. Rifles are lethal at any range, but their slow firing speed and long reload times make them useless against agile enemies who rapidly close in. Picking the right weapon for the current scenario is critical; using inappropriate weaponry often results in wasted ammo and loss of health.

When choosing a weapon to wield, consider the following:

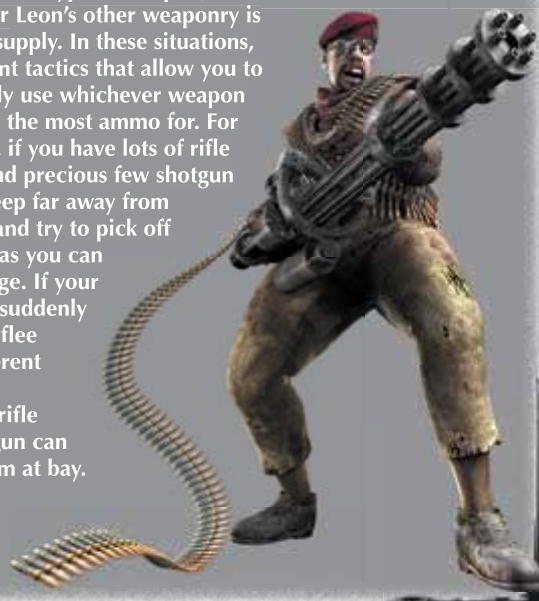
Which weapon is likely to be most effective? This is usually the most important factor in determining which weapon to use. Familiarize yourself with each type of weapon and know when to use them. For an in-depth look at each firearm, check out the following "Weapons and Items" portion of this guide.

How much ammo do you have for your weapons? It's always wise to save at least a few shots for each firearm, just in case the unexpected suddenly occurs. Leon's handgun should receive the biggest workout, as handgun ammo is most plentiful.

How many restoratives am I carrying? If you have lots of recovery items, you may want to sacrifice a bit of health by wielding an impractical weapon if it means conserving ammo for others. This is usually the last thing to consider when selecting a weapon, though.

Because firefights can unfold in unexpected ways, switching weapons multiple times over the course of an intense struggle is a common practice. Don't feel you have to rely on one type of weapon to get you through each scenario; constantly reevaluate the situation, switching weaponry as often as you feel it necessary.

On the other hand, you may find you have a surplus of ammo in one type of weapon, while ammo for Leon's other weaponry is in short supply. In these situations, implement tactics that allow you to effectively use whichever weapon you have the most ammo for. For example, if you have lots of rifle ammo and precious few shotgun shells, keep far away from hostiles and try to pick off as many as you can from range. If your enemies suddenly close in, flee to a different location where a rifle or handgun can keep them at bay.



Scopes and Stocks



Unlike most weapons, rifles feature powerful scopes that allow Leon to take aim at distant hostiles, firing on them with

greater accuracy. Aiming with a rifle is a bit awkward at first, because when you press and hold [B], Leon brings up his rifle and views the environment through its scope. Use [Z] and [C] to increase or decrease the scope's magnification, helping you pinpoint enemies at nearly any range.

Leon may also acquire more powerful scopes for his rifles, enhancing their magnification capabilities. To equip these scopes, open Leon's attaché case and then combine the scope with the appropriate rifle. From that point forward, whenever you equip the rifle, a small letter "E" appears next to its combined scope to show that the scope has been equipped as well.



When venturing into a new area, use a rifle's scope to scan the surroundings for potential threats.

resident evil

Wii edition



Stocks are similar to scopes in that they must be combined with the appropriate weaponry within the attaché case before they can be used. Once combined, a stock reduces its weapon's recoil, providing greater aiming stability. More stability means improved accuracy, and improved accuracy means fewer wayward shots.

Targeting Limbs

Most hostiles Leon encounters are somewhat humanoid, meaning they have arms, legs, a torso, and a head. Shooting enemies in these locations often yields appropriate results. For instance, shooting a Ganado's legs may cause it to stagger, take a knee, or fall to the ground entirely. Blasting one in the head may cause it to reel forward or backward, clutching its face in pain. Winging an armed Ganado may cause it to drop its weapon, forcing it to draw another or combat Leon with its bare hands. Practice targeting enemy limbs in the early stages of the game; it's an important tactic to master, and the results are often worthwhile.



Surviving the Horror:

Exploit Weak Spots

Almost every hostile entity Leon encounters features some sort of weak spot—a certain place on its frame that's abnormally vulnerable to attacks. A Ganado's head is its weak point, for example; Ganados suffer greater damage when shot in the face or skull. Exploiting these weaknesses is a key method of simplifying combat, helping you conserve ammo and recovery items. We fully disclose each enemy's weaknesses in the following "Characters and Enemies" portion of this guide, but most are fairly obvious. As a general rule, if a hostile screams, staggers in pain, or seems abnormally affected by a certain attack, chances are you've struck a nerve.



Deflecting Projectiles



Some adversaries can hurl or fire their weaponry at Leon from range. These enemies deserve special attention; while their

ranged attacks generally deal less damage than close-range blows, their far-reaching nature helps them land more often. Fortunately, Leon can knock incoming projectiles from the sky with a well-placed blast from his current weapon. Any firearm is capable of shooting down inbound projectiles, but a shotgun's wide area of effect makes it ideal.

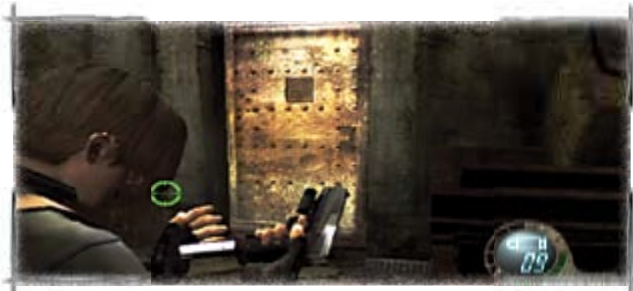


Don't waste too much ammo deflecting projectiles. Work at killing the hostile who's firing them instead.



When ammo is critically low, Leon's quick knife attack can be used to deflect inbound projectiles. Timing is critical.

Reloading



Every ammo-consuming weapon must be reloaded when its clip runs dry. Hold **[B]** and shake the Wii Remote to make Leon reload his current firearm at any time. Be careful, though; the process of reloading takes time, and Leon cannot defend himself while he reloads. It's therefore best to reload when no enemies are nearby. Reloading when your clip still has some bullets left does not "waste" ammo.



If a weapon's clip is empty, Leon automatically stops to reload it the next time you fire.



In frantic battles, it's sometimes better to change weapons rather than pausing to reload. Your spent weapon's clip can't be reloaded until you reequip the firearm, but that can be done at a safer time.

Using Grenades



Grenades can be lifesavers. When used properly, a well-thrown grenade can eliminate a host of enemies, ending a fight

before it starts. Using grenades is similar to firing a weapon; press and hold **B** to make Leon ready a grenade, then press **A** to make him throw it. Grenades can't be thrown very far and are best used against enemies at medium range

There are three types of grenades to experiment with: fragmentation, incendiary, and flash. Each one has its own uses; refer to the following "Weapons and Items" portion of this guide for complete details.



Using **C** to look up or down can affect how far Leon throws a grenade by a small degree. Aim upward for slightly longer throws.

Using the Knife

One of the most important items Leon brings with him to Europe is the combat knife. This multipurpose tool allows Leon



to smash objects, remove locks from doors, and attack enemies without spending ammo. The knife doesn't inflict much damage compared to other weaponry, so it's usually unwise to directly assault hostiles with it. However, with a bit of tact, Leon's blade can be quite handy in certain combat scenarios.

Press and hold **C** to make Leon draw his combat knife. Wave the Wii Remote sharply to make him execute a skillful swipe that strikes anything in front of him. While holding **C**, use **C** to make Leon aim upward and down; this allows him to strike targets above or on the ground below.

The quick knife attack is all-new for the Wii version, and it comes in quite handy. Simply shake the Wii Remote while no buttons are held down to make Leon lash out at the nearest viable target with his knife. The quick knife does even less damage than a standard knife attack (with **C** held down), but it's great for speeding up mundane tasks like smashing objects for items and breaking locks off of doors.

Surviving the Horror:

Conserve Ammo

Ammunition is life in Leon's world. Running out of ammo is just about the worst thing that can happen, so strive to conserve your shots. Even if you think you have plenty of ammo, you never know how much you may need.

Targeting enemy weak points is the best way to conserve ammo. Striking a hostile's soft spot inflicts greater damage, allowing you to defeat the creature with fewer bullets. Hitting an enemy's weak points can also set it up for a kick or knife assault, both of which further help to conserve ammunition.



Leon faces a variety of humanoid enemies throughout his quest, such as the Ganados that swarm him in the Village region. These enemies can cause you to burn through lots of ammo if you aren't careful; try to score headshots on them to inflict greater damage, and quickly follow up with roundhouse kicks to knock them away.



Leon's knife can spare him a lot of ammo as well. Use the knife to assault enemies you've knocked to the

ground, slashing them repeatedly before they return to their feet. Shooting a hostile's legs is a good way to bring it down, setting it up for knife attacks.

Finally, always look for ways to use the environment to your advantage. Ladders and doors are prime objects for you to use in any combat scenario. Forcing enemies to chase Leon through doorways lets him pop shots at them, making it difficult for them to surround him. Luring pursuers up ladders allows Leon to simply stand back and pelt them with bullets or hack them with his knife, knocking each one to the ground just before they reach the top.

resident evil

Wii edition

Stunning and Kicking



Most humanoid enemies, such as Ganados, can be stunned by a well-timed headshot. Shoot these enemies in the head to

make them stagger forward or backward, then quickly run forward and press **A** when the **kick** action button icon appears onscreen. Leon unleashes a powerful roundhouse kick, knocking all nearby enemies backward and to the ground, just like a close-range shotgun blast. Kicks can be risky maneuvers, but when properly executed, they help Leon conserve ammo and manage large groups of enemies.

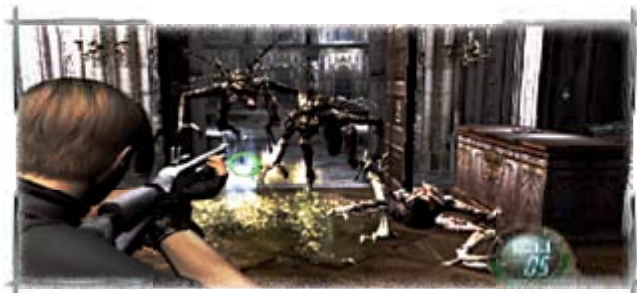


Leon can also kick enemies who've been dropped to one knee, or he can shoot them in the head or torso to knock them flat on their backs. Decisions, decisions....



After kicking an enemy to the ground, try using Leon's knife to kill it before it stands up again.

Luring Enemies



Luring enemies into disadvantageous positions is a key combat strategy. Leon should never attempt to combat his foes on their terms; he's often outnumbered and must use his environment to help even the odds. Most adversaries will relentlessly pursue Leon wherever he goes; use their aggressive behavior to your advantage by leading enemies into confined spaces, such as hallways and doorways, to prevent them from ganging up and flanking Leon. Then unleash powerful weaponry or kicks to keep them at bay.

Ladders present perfect opportunities for Leon to defeat his adversaries with minimum fuss. Lure enemies up ladders and then stab or shoot them as they near the top to send them crashing to the ground for extra damage. Because it takes only one bullet or knife swipe to knock a pursuer off a ladder, this is a fantastic way to conserve health and ammo.



Damage and Dying



Both Leon and Ashley lose health each time they suffer damage from hostile attacks and environmental hazards. If they

run out of health, they succumb to their injuries and the game is over. Fortunately, an assortment of recovery items can replenish Leon and Ashley's health; use these items as necessary to keep their health at respectable levels.



Leon's movement speed is moderately affected by his health. He moves a bit more slowly when wounded or near death, which can make outrunning swift enemies difficult.

Continue Points

Though the game ends when Leon or Ashley dies, you're always given the option to continue from the last

continue point. These progress checkpoints are recorded internally, usually when you move from one area to the next. Continue points are only temporary however; be sure to save your game at a typewriter before you turn it off.



Surviving the Horror:

Conserve Restoratives

No matter how skilled a combatant Agent Kennedy may be, he's never faced adversity like the horrors he encounters in *Resident Evil 4*. As Leon goes about his mission, he invariably suffers damage, loses health, and finds himself at risk of death. Fortunately, Leon can collect a number of health-replenishing items if he searches his surroundings carefully. These precious items are somewhat rare and must be used sparingly.



Herbs are some of the most common recovery items Leon finds. They tend to blend in with their surroundings, so

keep a sharp lookout for them. Leon can combine certain types of herbs in his attaché case to form more potent blends, the most effective being a mix of one red, one green, and one yellow herb. Refer to the "Weapons and Items" portion of this guide for complete details on herbs and how to blend them.

While leaving Leon or Ashley in a wounded state is risky, it's sometimes strategically sound. Never use a recovery item on Leon or Ashley unless they'll receive its full healing properties. For example, using a first aid spray on Leon or Ashley when their health is in the yellow would be unwise, as these items fully restore health. Save these powerful restoratives for when Leon or Ashley is near death to receive their full benefit.





resident evil
Wii edition

Weapons and Items

A great variety of powerful weapons and useful items await your discovery. Here we provide in-depth stats and descriptions for each one, including every collectable treasure and critical item Leon can find. Tips on how to use valuable restoratives such as herbs are also provided, helping you get the full benefit from these important items. Familiarize yourself with the many weapons and items Leon can use to give yourself an edge as you guide him through the terrifying ordeals he must face.

The Merchant



Leon encounters a shadowy merchant character at various points throughout his adventure. Though odd, the merchant is friendly and appears near typewriters—important objects Leon uses to record his current progress. Speak with the merchant to initiate trade, spending the pesetas you've acquired to purchase new weapons, valuable items, and powerful upgrades for Leon's arsenal.



All merchant and typewriter locations are on the in-game map, accessed through the subscreen or by pressing ①. The maps on the walkthrough pages of this guide are also labeled with their locations.

Each time Leon encounters the merchant at a new location, the man offers a few new items and weapon upgrades—flashing red lights mark recent additions to his wares. Leon has little money to spend at first, but he can sell many of the items and treasures he has collected for fast cash if necessary. Selling items is a good way to clear out Leon's attaché case, making space for more useful pickups and netting a few pesetas in the process.



When dealing with the merchant, keep the following tips in mind:

1. **Always purchase larger attaché cases.** The merchant periodically offers bigger attaché cases that provide extra storage space. More storage space means Leon can carry a greater assortment of weaponry and items. This helps ensure that he's never forced to leave items behind that could be used or sold for profit.
2. **Collect and sell unnecessary items.** While there's no point in cluttering up Leon's attaché case with items you don't need, most can be sold for a few pesetas. For instance, even if you have no intention of ever buying a TMP, continue to collect TMP ammo, selling each box to the merchant for extra funds.
3. **Think before upgrading.** Purchasing weapon upgrades without forethought often results in wasted pesetas you could have spent more wisely. There's little point in upgrading base-model weapons such as the standard handgun, for example; save that cash until you acquire more advanced weaponry, such as the Blacktail or Red9.
4. **You can get ammo from the merchant!** Though the merchant never sells boxes of ammunition, he reloads Leon's weapon each time you buy a clip capacity upgrade for one. Keep this in mind; it's worth the cost of upgrading even a base-model weapon's clip capacity for the ammo you gain.
5. **Don't bother with treasure maps.** You've invested real money in purchasing this guide, so there's no need to waste Leon's hard-earned pesetas on useless treasure maps! Follow our walkthrough carefully to locate each valuable, including those plentiful spinels and velvet blues. We haven't left any out!



Use caution when battling near the merchant; friendly fire can easily kill him. The merchant disappears and never returns to a site after he falls there, though he continues to appear at other designated locations.

Weaponry and Gear

Here we disclose all information pertaining to the plethora of weapons Leon can acquire over the course of his nightmarish adventure. Each weapon's advantages and drawbacks are discussed, and complete upgrade tables are provided to help you determine which firearms are most worthy of enhancement. Study up and compare each weapon's stats to its peers until you find the ones that best suit your style of play.



To preserve the surprise, we haven't listed secret or unlockable weapons in this area of the guide; only weaponry you can obtain during the initial play-through is disclosed here. For complete details on all unlockable weaponry, refer to the "Secrets and Extras" section at the end of the guide.

Reading the Tables

A number of tables are under the following weapon sections. Together, the tables present all information pertaining to the upgrades you may purchase for each weapon from the merchant. Here's what each table represents:

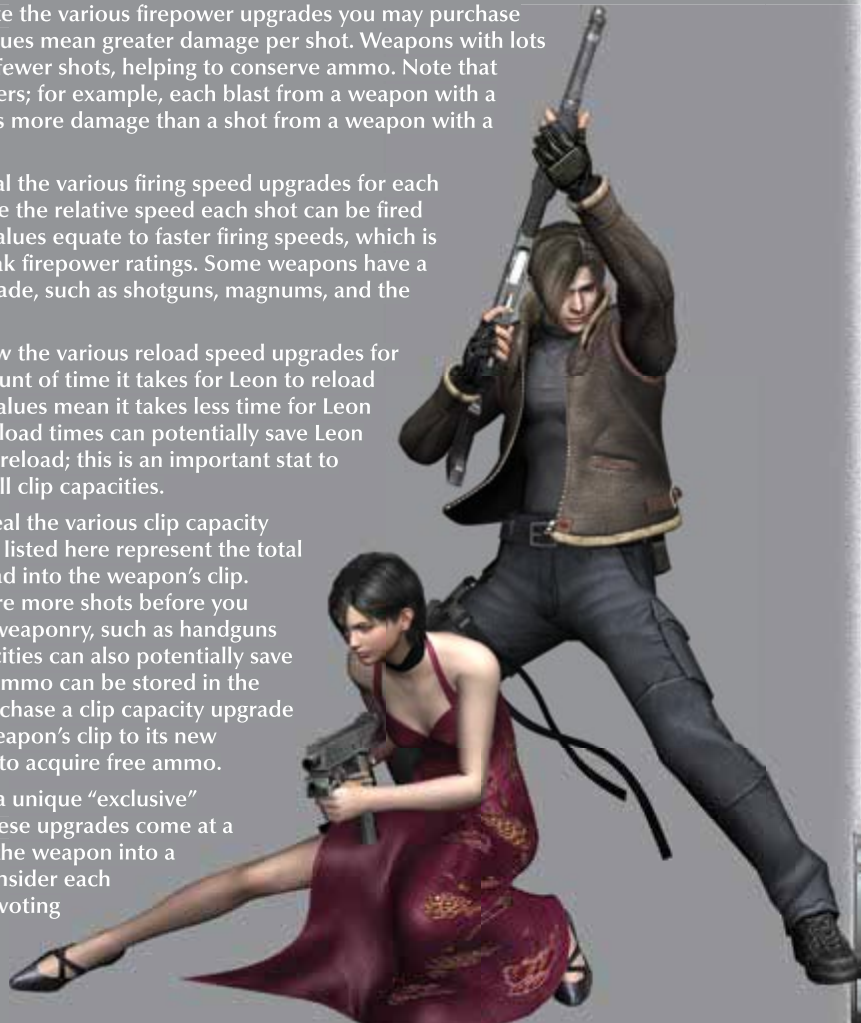
Firepower Upgrades: These tables illustrate the various firepower upgrades you may purchase for each weapon. Higher firepower values mean greater damage per shot. Weapons with lots of firepower can defeat enemies with fewer shots, helping to conserve ammo. Note that firepower values function like multipliers; for example, each blast from a weapon with a firepower rating of 10 inflicts five times more damage than a shot from a weapon with a firepower value of 2.

Firing Speed Upgrades: These tables reveal the various firing speed upgrades for each weapon. The values listed here indicate the relative speed each shot can be fired from the weapon, in seconds. Lower values equate to faster firing speeds, which is beneficial to weapons that feature weak firepower ratings. Some weapons have a standard firing speed you cannot upgrade, such as shotguns, magnums, and the rapid-fire TMP.

Reload Speed Upgrades: These tables show the various reload speed upgrades for each weapon. Values indicate the amount of time it takes for Leon to reload the weapon's clip, in seconds. Lower values mean it takes less time for Leon to reload the weapon's clip. Shorter reload times can potentially save Leon from being attacked while he stops to reload; this is an important stat to consider for weapons that feature small clip capacities.

Clip Capacity Upgrades: These tables reveal the various clip capacity upgrades for each weapon. The values listed here represent the total number of bullets or shells you can load into the weapon's clip. Higher clip capacities mean you can fire more shots before you must reload—important to rapid-fire weaponry, such as handguns and the blazing TMP. Higher clip capacities can also potentially save room in Leon's attaché case, as more ammo can be stored in the weapons. Note that each time you purchase a clip capacity upgrade for a weapon, the merchant fills the weapon's clip to its new maximum capacity; this is a good way to acquire free ammo.

Exclusive Upgrades: Most weapons have a unique "exclusive" upgrade in one particular category. These upgrades come at a heavy price, but they often transform the weapon into a far more valuable tool of mayhem. Consider each weapon's exclusive upgrade before devoting pesetas to their enhancements; some weapons seem unimpressive until you take their exclusive upgrade into account.



Resident Evil Wii edition

Handguns

Pros: Fast rate of fire; highly versatile; plentiful ammo.

Cons: Low impact and damage output; accuracy suffers against distant targets.

Handguns are small firearms that take up little space in Leon's attaché case. Next to the combat knife, handguns are the weakest weapons Leon can wield, but their high rate of fire and overall versatility make them reliable survival tools. Handgun ammo is the most plentiful by far, so keep one of these weapons handy. Use handguns as often as you can; this practice helps conserve ammunition for more powerful weaponry, such as shotguns, rifles, and magnums.

Use handguns to set off traps from a safe distance and activate remote levers or switches.

All handguns use **handgun ammo**, which is plentiful. Each box of handgun ammo takes up two spaces in the attaché case; one box holds up to 50 shots.



Handgun

Size: 3x2

Base Cost: 8,000

First Chance to Get: Leon starts off with this weapon



This is Leon's standard-issue handgun. While its base ratings are largely unimpressive, the handgun helps Leon survive and is well suited to killing the initial hostile locals he encounters in Europe, particularly when he uses it to score headshots or take out their legs. The exclusive upgrade for this firearm increases its likelihood of scoring critical headshots on viable targets by a factor of five. While this is a nice advantage, it doesn't make up for the weapon's comparatively low damage output.

Firepower Upgrades

Level	Cost	Damage	First Chance to Upgrade
Lv.1		1.0	N/A
Lv.2		1.2	7,000
Lv.3		1.4	10,000
Lv.4		1.6	15,000
Lv.5		1.8	18,000
Lv.6		2.0	20,000
Exclusive		Critical x5	57,000

Firing Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	0.47	N/A	N/A
Lv.2	0.40	5,000	Chapter 1-2; Ganado Gorge
Lv.3	0.33	12,000	Chapter 3-1; Great Hall

Reload Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	1.73	N/A	N/A
Lv.2	1.47	4,000	Chapter 1-2; Ganado Gorge
Lv.3	0.87	10,000	Chapter 3-1; Castle Entrance

Clip Capacity Upgrades

Level	Shots	Cost	First Chance to Upgrade
Lv.1	10	N/A	N/A
Lv.2	13	4,000	Chapter 1-2; Ganado Gorge
Lv.3	16	6,000	Chapter 2-1; Lake Cave
Lv.4	19	8,000	Chapter 3-1; Castle Entrance
Lv.5	22	10,000	Chapter 3-1; Great Hall
Lv.6	25	12,000	Chapter 4-1; Exterior Clock Tower

Punisher

Size: 3x2

Base Cost: 20,000

First Chance to Get: Chapter 1-3; Secret Passage (complete the merchant's sub-mission)



Leon can acquire one of these unique handguns at no cost by completing the merchant's sub-mission of shooting 10 or more blue medallions strung about the Village region. Scour the Farm and Graveyard areas to find these medallions, destroy 10 or more, then backtrack and speak with the merchant in the Secret Passage area leading to the Graveyard. The man offers Leon the Punisher for the bargain-bin price of 0 pesetas. Provided you haven't upgraded Leon's standard-issue handgun, empty that weapon's clip into the nearest group of hostiles, then sell the handgun and start using the Punisher.

The main draw to this otherwise standard pistol is its incredible penetration. Bullets fired from the Punisher tear straight through their first victim, whizzing onward to strike the next enemy in line. Purchasing the Punisher's exclusive upgrade enables each shot to pass through up to four hostiles to potentially strike a fifth, greatly enhancing its value when groups of minions swarm in. Make good use of the Punisher after you acquire it; trick Ganados into chasing Leon through doorways and down corridors, opening fire when they line up to inflict damage on multiple bodies.

Firepower Upgrades

Level	Damage	Cost	First Chance to Upgrade
Lv.1	0.9	N/A	N/A
Lv.2	1.1	10,000	Chapter 1-3; Merchant's Tunnel
Lv.3	1.3	15,000	Chapter 2-2; Secret Passage
Lv.4	1.5	20,000	Chapter 3-1; Great Hall
Lv.5	1.7	25,000	Chapter 4-1; Exterior Clock Tower
Lv.6	1.9	35,000	Chapter 4-3; Ruins
Exclusive	Penetration x5	40,000	Chapter 4-4; Dock

Firing Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	0.47	N/A	N/A
Lv.2	0.40	10,000	Chapter 1-3; Merchant's Tunnel
Lv.3	0.33	20,000	Chapter 3-1; Great Hall

Reload Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	1.70	N/A	N/A
Lv.2	1.47	8,000	Chapter 1-3; Merchant's Tunnel
Lv.3	0.83	18,000	Chapter 3-1; Great Hall

Clip Capacity Upgrades

Level	Shots	Cost	First Chance to Upgrade
Lv.1	10	N/A	N/A
Lv.2	13	8,000	Chapter 1-3; Merchant's Tunnel
Lv.3	16	10,000	Chapter 2-2; Secret Passage
Lv.4	20	15,000	Chapter 3-1; Great Hall
Lv.5	24	18,000	Chapter 4-1; Exterior Clock Tower
Lv.6	28	24,000	Chapter 4-3; Ruins

Red9

Size: 4x2

Base Cost: 14,000

First Chance to Get:

Chapter 2-2; Secret Passage (merchant)



The Red9 is our pick for best-in-class among handguns. Though it suffers from a slow reload and firing speed, the Red9 boasts incredible firepower for a simple sidearm and you can upgrade it cheaply to make up for its shortcomings. This handgun's exclusive upgrade basically transforms it into a base-model shotgun—one that runs off plentiful handgun ammo and works at range, that is. Buy the Red9 when you can, and upgrade it at every opportunity.

Stock (Red9)

Size: 3x1

Base Cost: 4,000

First Chance to Get:

Chapter 2-2; Secret Passage (merchant)



The Red9 can be outfitted with a stock to reduce firing recoil. However, the Wii's unique controls make it a largely unnecessary item, especially considering the amount of space it takes up in the attaché case. Avoid buying the Red9's stock unless you're having great difficulty aiming.

Firepower Upgrades

Level	Damage	Cost	First Chance to Upgrade
Lv.1	1.6	N/A	N/A
Lv.2	1.8	15,000	Chapter 2-2; Secret Passage
Lv.3	2.1	20,000	Chapter 3-1; Castle Entrance
Lv.4	2.5	24,000	Chapter 3-1; Great Hall
Lv.5	3.0	28,000	Chapter 4-1; Exterior Clock Tower
Lv.6	3.7	45,000	Chapter 4-3; Ruins
Exclusive	6.5	80,000	Chapter 4-4; Dock

Firing Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	0.53	N/A	N/A
Lv.2	0.47	10,000	Chapter 2-2; Secret Passage
Lv.3	0.40	15,000	Chapter 3-1; Great Hall

Reload Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	2.37	N/A	N/A
Lv.2	2.20	6,000	Chapter 2-2; Secret Passage
Lv.3	1.67	10,000	Chapter 3-1; Great Hall

Resident Evil

Wii edition

Clip Capacity Upgrades

Level	Shots	Cost	First Chance to Upgrade
Lv.1	8	N/A	N/A
Lv.2	10	6,000	Chapter 2-2; Secret Passage
Lv.3	12	8,000	Chapter 3-1; Castle Entrance
Lv.4	15	12,000	Chapter 3-1; Great Hall
Lv.5	18	16,000	Chapter 4-1; Exterior Clock Tower
Lv.6	22	22,000	Chapter 4-4; Salazar's Tower

Blacktail

Size: 3x2

Base Cost: 24,000

First Chance to Get:
Chapter 3-1; Castle Entrance (merchant)



The Blacktail is an advanced handgun with impressive performance upgrades, and Leon can draw and aim it more swiftly than any other pistol. Many will find its respectable damage output, fast firing speed, short reload times, and vast clip capacity to be a very attractive package. However, the Blacktail falls short in the realm of firepower when compared to the mighty Red9. If you've purchased the Red9, combined it with its stock, and upgraded the weapon faithfully, there's no reason to trade it in for the Blacktail after you reach the Castle stage. Stick with the Red9; after you purchase its exclusive upgrade, you'll be glad you did.

Firepower Upgrades

Level	Damage	Cost	First Chance to Upgrade
Lv.1	1.6	N/A	N/A
Lv.2	1.8	15,000	Chapter 3-1; Castle Entrance
Lv.3	2.0	18,000	Chapter 3-2; Bedroom Garden
Lv.4	2.3	24,000	Chapter 4-1; Exterior Clock Tower
Lv.5	2.7	30,000	Chapter 4-3; Ruins
Lv.6	3.2	40,000	Chapter 4-4; Dock
Exclusive	4.5	80,000	Chapter 4-4; Dock

Firing Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	0.47	N/A	N/A
Lv.2	0.40	10,000	Chapter 3-1; Castle Entrance
Lv.3	0.27	20,000	Chapter 4-1; Exterior Clock Tower

Reload Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	1.70	N/A	N/A
Lv.2	1.47	8,000	Chapter 3-1; Castle Entrance
Lv.3	0.83	15,000	Chapter 4-1; Exterior Clock Tower

Clip Capacity Upgrades

Level	Shots	Cost	First Chance to Upgrade
Lv.1	15	N/A	N/A
Lv.2	18	8,000	Chapter 3-1; Castle Entrance
Lv.3	21	10,000	Chapter 3-2; Bedroom Garden
Lv.4	25	15,000	Chapter 4-1; Exterior Clock Tower
Lv.5	30	20,000	Chapter 4-3; Ruins
Lv.6	35	25,000	Chapter 4-4; Dock

Shotguns

Pros: Extremely powerful; wide blast radius penetrates all nearby enemies; high potential for close-range enemy knock-back.

Cons: Slow rate of fire and reload speed; ammo is somewhat scarce; greatly reduced effectiveness against distant targets.

Shotguns are powerful firearms that can turn the tide of a seemingly hopeless scenario when used correctly. Designed for use against close-range threats, shotguns fire a wide, devastating blast of shot, inflicting tremendous damage against anything that stands within 15 feet of Leon. Unfortunately, a shotgun's effectiveness suffers greatly when used against enemies at range, and you cannot reload these weapons as quickly as handguns. It's therefore best to employ shotguns only when hostiles close in and overwhelm Leon—and to make sure you don't miss.



Shotguns use **shotgun shells**, which are hard to come by. Each box of shotgun shells takes up two spaces in the attaché case; one box holds up to 15 shells.



Shotgun

Size: 8x2

Base Cost: 20,000

First Chance to Get:

Chapter 1-1; Pueblo
(found in the
northeast house,
second floor)



The basic shotgun is a lifesaver to Leon in the game's early stages. Find it hanging on a wall in the Pueblo area and take it, free of charge. The shotgun is powerful compared to Leon's standard-issue handgun, but it lacks in stats compared to other weapons in its class. Don't bother upgrading the shotgun if you can avoid it; simply use the weapon whenever enemies swarm in to inflict great damage and knock them away so you can finish them off with a handgun. This is an important practice, because shotgun ammo is hard to come by at first. After unleashing a blast or two from the shotgun, switch to Leon's handgun or knife to finish off the wounded.

Firepower Upgrades

Level	Damage	Cost	First Chance to Upgrade
Lv.1	4.0	N/A	N/A
Lv.2	4.5	15,000	Chapter 1-2; Ganado Gorge
Lv.3	5.0	20,000	Chapter 2-1; Lake Cave
Lv.4	6.0	25,000	Chapter 3-1; Castle Entrance
Lv.5	7.0	30,000	Chapter 4-1; Corridor of Royalty
Lv.6	8.0	40,000	Chapter 4-3; Ruins
Exclusive	8.0 at any range	40,000	Chapter 4-4; Dock

Firing Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	1.53	N/A	N/A

Reload Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	3.03	N/A	N/A
Lv.2	2.43	7,000	Chapter 1-2; Ganado Gorge
Lv.3	1.67	15,000	Chapter 3-1; Castle Entrance

Clip Capacity Upgrades

Level	Shots	Cost	First Chance to Upgrade
Lv.1	6	N/A	N/A
Lv.2	8	8,000	Chapter 1-2; Ganado Gorge
Lv.3	10	10,000	Chapter 2-1; Lake Cave
Lv.4	12	12,000	Chapter 3-1; Castle Entrance
Lv.5	15	15,000	Chapter 4-1; Corridor of Royalty
Lv.6	18	20,000	Chapter 4-3; Ruins

Riot Gun

Size: 8x2

Base Cost: 32,000

First Chance to Get:

Chapter 3-1; Castle
Entrance (merchant)



The Riot Gun is an enhanced version of the standard shotgun. Leon can draw, aim, and reload more rapidly with this advanced boomstick, which also packs a heavier punch than its predecessor, even against enemies at range. Purchase the Riot Gun when you can but avoid upgrading it; the Striker is more worthy of your pesetas.

Firepower Upgrades

Level	Damage	Cost	First Chance to Upgrade
Lv.1	5.0	N/A	N/A
Lv.2	5.5	20,000	Chapter 3-1; Castle Entrance
Lv.3	6.0	24,000	Chapter 3-1; Castle Ramparts
Lv.4	6.5	28,000	Chapter 3-2; Bedroom Garden
Lv.5	7.0	32,000	Chapter 4-1; Exterior Clock Tower
Lv.6	8.0	50,000	Chapter 4-4; Dock
Exclusive	10.0	120,000	Chapter 4-4; Dock

Firing Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	1.53	N/A	N/A

Reload Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	3.03	N/A	N/A
Lv.2	2.43	7,000	Chapter 3-1; Great Hall
Lv.3	1.67	20,000	Chapter 4-4; Dock

Clip Capacity Upgrades

Level	Shots	Cost	First Chance to Upgrade
Lv.1	7	N/A	N/A
Lv.2	9	10,000	Chapter 3-1; Great Hall
Lv.3	11	12,000	Chapter 3-2; Bedroom Garden
Lv.4	13	15,000	Chapter 4-1; Exterior Clock Tower
Lv.5	15	20,000	Chapter 4-2; Mine Entrance
Lv.6	17	25,000	Chapter 4-4; Dock

resident evil

Wii edition

Striker

Size: 5x2

Base Cost: 43,000

First Chance to Get:

Chapter 4-1; Sewer
(merchant)



The Striker is the ultimate shotgun. It boasts better stats across the board in each performance category and it takes up less space in the attaché case than its peers. The Striker's exclusive upgrade boosts its clip capacity to an unbelievable 100 shells, all of which come loaded in the weapon upon purchasing the enhancement. This makes it the most fearsome close-range weapon Leon can acquire.

The only drawback to the Striker is its short range of effect, which is even shorter than its peers. The Striker is designed to be used against enemies who stand no more than 10 feet from Leon; any farther and its effectiveness dwindles. This isn't a problem though, as all shotguns are meant to be used at close-range.

Firepower Upgrades

Level	Damage	Cost	First Chance to Upgrade
Lv.1	6.0	N/A	N/A
Lv.2	7.0	25,000	Chapter 4-1; Sewer
Lv.3	8.0	28,000	Chapter 4-3; Ruins
Lv.4	9.0	32,000	Chapter 4-4; Dock
Lv.5	10.0	40,000	Chapter 5-1; Cliffside Encampment
Lv.6	12.0	60,000	Chapter 5-1; Bunker

Firing Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	1.10	N/A	N/A

Reload Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	3.00	N/A	N/A
Lv.2	2.40	8,000	Chapter 4-1; Sewer
Lv.3	1.67	15,000	Chapter 4-4; Dock

Clip Capacity Upgrades

Level	Shots	Cost	First Chance to Upgrade
Lv.1	12	N/A	N/A
Lv.2	14	10,000	Chapter 4-1; Sewer
Lv.3	16	12,000	Chapter 4-3; Ruins
Lv.4	20	16,000	Chapter 4-4; Dock
Lv.5	24	18,000	Chapter 5-1; Cliffside Encampment
Lv.6	28	25,000	Chapter 5-1; Bunker
Exclusive	100	60,000	Chapter 5-1; Bunker

Rifles

Pros: Extremely powerful; great penetration and potential for headshot kills; very effective against long-range targets.

Cons: Slow rate of fire and reload speed; ammo is rare; difficult to wield against medium and close-range threats.

Rifles are long, powerful firearms that provide tremendous accuracy against long-range targets. This is due in large part to their scopes, which magnify distant objects, allowing the user to zoom in and sight targets from great distances. You can buy improved scopes for rifles, further enhancing their magnification capabilities.

Rifles are valuable in a number of scenarios. Together with handguns and shotguns, rifles form the holy trifecta of destruction. They're best used to scan areas for hostiles, picking off threats from range before moving Leon forward to explore the scene more thoroughly.

Avoid using rifles against close-range threats if you can; their slow rate of fire and natural scope magnification make them difficult to wield effectively. Rifle ammo is also scarce, so make each shot count with these weapons. Take your time, aim carefully, and try to score long-range headshots for instant kills.



All rifles use rifle ammo, which is rare. Each box of rifle ammo takes up two spaces in the attaché case; one box holds up to 10 shots.



Rifle

Size: 9x1

Base Cost: 12,000

First Chance to Get:

Chapter 1-2;
Ganado Gorge
(merchant)



The first time Leon encounters the merchant, he can buy a basic bolt-action rifle for 12,000 pesetas. This is a worthy and recommended purchase, as you can use the rifle right away. The rifle helps Leon clear areas that are thick with hostiles without placing himself in danger of counterattack. Don't use it against close-range threats though, as Leon must pause to ready the rifle's next bullet each time he fires. Avoid upgrading this weapon; though its exclusive is impressive, the semi-auto version is a far more practical tool.

Scope (Rifle)

Size: 3x1

Base Cost: 7,000

First Chance to Get:

Chapter 1-2; Ganado
Gorge (merchant)



Leon can purchase an advanced scope for the rifle from the same merchant who first offers the firearm. This is a costly and unnecessary purchase, but it's worthwhile if you have the cash to spare. The rifle's improved scope allows Leon to zoom in nearly twice as close as normal, letting him sight targets at any range. This adds to the rifle's accuracy and increases the chances of scoring headshots.

Firepower Upgrades

Level	Damage	Cost	First Chance to Upgrade
Lv.1	4.0	N/A	N/A
Lv.2	5.0	10,000	Chapter 1-2; Ganado Gorge
Lv.3	6.0	12,000	Chapter 2-1; Lake Cave
Lv.4	8.0	20,000	Chapter 3-1; Castle Entrance
Lv.5	10.0	25,000	Chapter 3-1; Great Hall
Lv.6	12.0	35,000	Chapter 4-1; Corridor of Royalty
Exclusive	18.0	80,000	Chapter 4-3; Ruins

Firing Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	2.73	N/A	N/A

Reload Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	4.00	N/A	N/A
Lv.2	3.23	8,000	Chapter 1-2; Ganado Gorge
Lv.3	2.33	18,000	Chapter 3-1; Castle Entrance

Clip Capacity Upgrades

Level	Shots	Cost	First Chance to Upgrade
Lv.1	5	N/A	N/A
Lv.2	7	6,000	Chapter 1-2; Ganado Gorge
Lv.3	9	8,000	Chapter 2-1; Lake Cave
Lv.4	12	12,000	Chapter 3-1; Castle Entrance
Lv.5	15	18,000	Chapter 3-1; Great Hall
Lv.6	18	25,000	Chapter 4-1; Corridor of Royalty

Rifle (Semi-Auto)

Size: 7x2

Base Cost: 35,000

First Chance to Get:

Chapter 3-1; Castle
Entrance (merchant)



This is the most advanced and powerful sniper rifle Leon can acquire. Its two main advantages over the bolt-action rifle lie in its enhanced firing speed and larger clip capacity. Also, unlike the standard rifle, Leon doesn't need to pause, look away, and arm the next bullet each time he fires the semi-auto version. Trade in the standard rifle and purchase this bad boy the moment you reach the Castle stage. Upgrade it faithfully and purchase its scope for improved long-range sniping.

Scope (Semi-Auto Rifle)

Size: 3x1

Base Cost: 10,000

First Chance to Get:

Chapter 3-1; Castle
Entrance (merchant)



Leon can buy an improved scope for the semi-auto rifle from the same merchant who first offers the firearm. This is a worthwhile purchase if you're having trouble landing headshots on distant targets. The advanced scope increases the semi-auto rifle's versatility along with the chances of scoring critical headshots.

Infrared Scope

Size: 3x1

Base Cost: 4,000

First Chance to Get: Chapter

5-1; Freezer



Leon discovers this unique infrared scope during the later stages of his adventure. It can be mounted to any rifle, and once combined, it allows Leon to view the environment through thermal vision. This enables Leon to detect heat traces given off by living beings and the like. Without the infrared scope, it's impossible for Leon to kill Iron Maidens and Regenerators, shambling horrors whose invisible Plaga companions constantly repair their wounds.

Resident Evil

Wii edition

Firepower Upgrades

Level	Damage	Cost	First Chance to Upgrade
Lv.1	7.0	N/A	N/A
Lv.2	8.0	15,000	Chapter 3-1; Castle Entrance
Lv.3	9.0	18,000	Chapter 3-1; Great Hall
Lv.4	11.0	24,000	Chapter 4-1; Corridor of Royalty
Lv.5	13.0	30,000	Chapter 4-3; Ruins
Lv.6	15.0	40,000	Chapter 5-1; Cliffside Encampment

Firing Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	1.83	N/A	N/A
Exclusive	0.80	80,000	Chapter 5-1; Cliffside Encampment

Reload Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	2.33	N/A	N/A
Lv.2	1.90	9,000	Chapter 3-1; Castle Entrance
Lv.3	1.33	18,000	Chapter 4-1; Corridor of Royalty

Clip Capacity Upgrades

Level	Shots	Cost	First Chance to Upgrade
Lv.1	10	N/A	N/A
Lv.2	12	10,000	Chapter 3-1; Castle Entrance
Lv.3	14	12,000	Chapter 3-1; Great Hall
Lv.4	17	15,000	Chapter 4-1; Corridor of Royalty
Lv.5	20	20,000	Chapter 4-3; Ruins
Lv.6	24	25,000	Chapter 5-1; Cliffside Encampment

Magnums

Pros: Incredibly powerful; high rate of fire; high potential for enemy knock-back.

Cons: Ammo is rare; accuracy suffers when used against remote targets.

Magnums are among the most powerful weapons Leon can acquire. These handheld pistols fire high-caliber rounds that pack a tremendous punch, often killing their victims with a single shot. Unfortunately, magnum ammo is the rarest of all, so these weapons must be used wisely and with great care.



All magnums use **magnum ammo**, which is rare. Each box of magnum ammo takes up two spaces in the attaché case; one box holds up to 10 shots.



Broken Butterfly

Size: 4x2

Base Cost: 38,000

First Chance to Get:
Chapter 3-1; Castle Entrance



This classic's powerful exclusive upgrade makes it our favorite magnum. Though Leon can buy the Broken Butterfly when he reaches the castle, one can also be acquired a bit later in the game at no cost: Leon and Ashley become separated as they explore the castle, and after they're reunited, they can backtrack to the Castle Wall area and work together to reach a previously inaccessible chamber, where there is a free Broken Butterfly.

Firepower Upgrades

Level	Damage	Cost	First Chance to Upgrade
Lv.1	13.0	N/A	N/A
Lv.2	15.0	25,000	Chapter 3-1; Castle Entrance
Lv.3	17.0	30,000	Chapter 3-2; Bedroom Garden
Lv.4	20.0	35,000	Chapter 4-1; Exterior Clock Tower
Lv.5	24.0	50,000	Chapter 4-3; Ruins
Lv.6	28.0	70,000	Chapter 5-3; Cave Entrance
Exclusive	50.0	150,000	Chapter 5-3; Militant Camp

Firing Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	0.70	N/A	N/A

Reload Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	3.67	N/A	N/A
Lv.2	3.00	15,000	Chapter 3-2; Bedroom Garden
Lv.3	2.33	20,000	Chapter 4-3; Ruins

Clip Capacity Upgrades

Level	Shots	Cost	First Chance to Upgrade
Lv.1	6	N/A	N/A
Lv.2	8	15,000	Chapter 3-1; Castle Entrance
Lv.3	10	20,000	Chapter 4-1; Exterior Clock Tower
Lv.4	12	25,000	Chapter 5-1; Cliffside Encampment

Killer7

Size: 4x2

Base Cost: 77,700

First Chance to Get:

Chapter 5-1; Cliffside Encampment (merchant)



This is an advanced magnum whose initial stats are more impressive than its peer, the Broken Butterfly. However, its upgrades fall short when compared to the Broken Butterfly's remarkable firepower exclusive. Because Leon can obtain a Broken Butterfly for free, it makes more sense for him to keep that magnum, upgrading it whenever he has funds to spare.

Firepower Upgrades

Level	Damage	Cost	First Chance to Upgrade
Lv.1	25.0	N/A	N/A
Lv.2	30.0	62,000	Chapter 5-1; Bunker
Lv.3	35.0	78,000	Chapter 5-3; Cave Entrance

Firing Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	0.70	N/A	N/A

Reload Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	1.83	N/A	N/A
Lv.2	1.53	20,000	Chapter 5-1; Bunker
Lv.3	0.93	30,000	Chapter 5-3; Cave Entrance

Clip Capacity Upgrades

Level	Shots	Cost	First Chance to Upgrade
Lv.1	7	N/A	N/A
Lv.2	10	30,000	Chapter 5-1; Bunker
Lv.3	14	40,000	Chapter 5-3; Cave Entrance

Unique Weapons

Leon can acquire a handful of other weapons that can't be classified as handguns, shotguns, rifles, or magnums. These special weapons each have their uses, and they can make certain scenarios easier to survive. Here we detail the advantages and drawbacks of each one.

TMP

Size: 3x2

Base Cost: 10,000

First Chance to Get:

Chapter 1-2; Ganado Gorge (merchant)



Leon can buy a TMP the first time he encounters the merchant. This compact, rapid-fire weapon spits out bullets at incredible speed, peppering whatever stands in front of Leon for fast damage that adds up. The TMP is a true "spray and pray" firearm, best used to mow down swarming minions or punish stronger foes.

Because space in Leon's attaché case is limited, and because it's unwise to go without a handgun and a shotgun, you're left with the early choice of carrying either the TMP or a rifle. While you can carry all four weapons, this eats up a great deal of space in the attaché case, especially if you enjoy using scopes and stocks for your weapons. And

although Leon periodically acquires larger attaché cases, he also gains new weaponry that's worth carrying, such as magnums and, at one point, a free rocket launcher. All in all, the decision boils down to your particular playstyle.

On the one side, the TMP is fantastic against most threats, and its ammo is more plentiful compared to rifle or magnum ammo. Because pinpoint accuracy isn't the TMP's focus, it's easier to use as well. The TMP simplifies certain encounters in the early stages of the game, but its effectiveness quickly dwindles if you don't upgrade it regularly.

In the early stages of the game, we recommend rifles over the TMP; they require a bit more skill and effort, but they also present you with a greater variety of options. Rifles keep Leon out of harm's way, while the TMP is more of a close- to medium-range firearm. The TMP is fun and useful, but not essential; wait to buy it until you've got an extra-large attaché case with plenty of room to spare, and then only if you're planning to upgrade the weapon faithfully.

resident evil

Wii edition

The TMP uses special TMP ammo, which is plentiful. Each box of TMP ammo takes up two spaces in the attaché case; one box holds up to 100 shots.



Stock (TMP)

Size: 2x2

Base Cost: 4,000

First Chance to Get:

Chapter 1-3; Secret
Passage(merchant)



The TMP's optional stock reduces firing recoil. Purchase it if you're having trouble hitting your targets.

Firepower Upgrades

Level	Damage	Cost	First Chance to Upgrade
Lv.1	0.4	N/A	N/A
Lv.2	0.5	7,000	Chapter 1-3; Secret Passage
Lv.3	0.6	14,000	Chapter 2-2; Secret Passage
Lv.4	0.8	18,000	Chapter 3-1; Castle Entrance
Lv.5	1.0	24,000	Chapter 3-1; Great Hall
Lv.6	1.2	35,000	Chapter 4-1; Corridor of Royalty
Exclusive	1.8	100,000	Chapter 4-4; Dock

Firing Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	0.10	N/A	N/A

Reload Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	2.37	N/A	N/A
Lv.2	1.93	5,000	Chapter 1-3; Secret Passage
Lv.3	1.17	15,000	Chapter 3-1; Great Hall

Clip Capacity Upgrades

Level	Shots	Cost	First Chance to Upgrade
Lv.1	30	N/A	N/A
Lv.2	50	7,000	Chapter 1-3; Secret Passage
Lv.3	100	15,000	Chapter 2-2; Secret Passage
Lv.4	150	20,000	Chapter 4-1; Corridor of Royalty
Lv.5	200	25,000	Chapter 4-3; Ruins
Lv.6	250	35,000	Chapter 4-4; Dock

Rocket Launcher

Size: 8x2

Base Cost: 30,000

First Chance to Get:

Chapter 1-2;
Ganado Gorge
(merchant)



The merchant always offers Leon the tempting choice of buying a rocket launcher for 30,000 pesetas. This is a lot of cash to spend on one weapon though, especially considering the rocket launcher can be fired only once and never reloaded. These beasts also hog up a lot of room in Leon's attaché case, which makes carrying one around impractical until you've acquired more storage space. Leon can also obtain a free rocket launcher during the Castle stage, at which point he'll have a large enough attaché case to carry it.

What's so good about the rocket launcher, then? In a nutshell, rocket launchers are one-hit-kill weapons that come with scopes for pinpoint targeting over long distances. A rocket launcher's one and only blast is powerful enough to destroy even the most formidable adversary, simplifying some of the more difficult encounters in the game. Though this devastating weapon features no performance upgrades, it doesn't need them. The rocket launcher is the ultimate annihilation toy.

Mine Thrower

Size: 5x2

Base Cost: 9,800

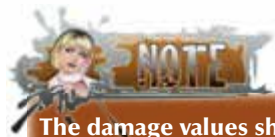
First Chance to Get:

Chapter 3-1; Castle
Entrance (merchant)



Leon can purchase a powerful new weapon once he reaches the Castle stage of his adventure: the mine thrower. This high-tech device launches sticky bombs at high velocity, which latch on to their target and detonate shortly thereafter. The resulting explosion is similar to that of a hand grenade, causing lethal damage to the primary target and heavy splash damage to everything nearby. Avoid using this weapon against close-range foes.

Unfortunately, Leon never finds extra ammunition for the mine thrower. You can acquire additional ammo by purchasing the mine thrower's clip capacity upgrades from the merchant, though. This weapon's exclusive upgrade causes its mines to track targeted hostiles, transforming the mine thrower into a lethal "fire and forget" device. Though the mine thrower is a lot of fun and can simplify certain scenarios, buying it is largely unnecessary—grenades offer similar benefits when used correctly, and they're free.



The damage values shown in the mine thrower's "firepower" table indicate the relative blast radius of the weapon's projectile explosives. The weapon's damage output is comparable to that of a hand grenade.

Firepower Upgrades

Level	Damage	Cost	First Chance to Upgrade
Lv.1	2.0	N/A	N/A
Lv.2	4.0	25,000	Chapter 3-2; Bedroom Garden
Lv.3	6.0	45,000	Chapter 4-2; Mine Entrance
Exclusive	6.0 + homing ability	30,000	Chapter 5-1; Cliffside Encampment

Firing Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	1.33	N/A	N/A

Reload Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	3.43	N/A	N/A
Lv.2	2.57	18,000	Chapter 4-1; Exterior Clock Tower

Clip Capacity Upgrades

Level	Shots	Cost	First Chance to Upgrade
Lv.1	5	N/A	N/A
Lv.2	7	25,000	Chapter 3-1; Castle Entrance
Lv.3	10	40,000	Chapter 4-4; Dock

Scope (Mine Thrower)

Size: 2x2

Base Cost: 8,000

First Chance to Get: Chapter 3-1; Castle Entrance (merchant)



The mine thrower's scope provides enhanced targeting capabilities, allowing Leon to launch mines at distant enemies with improved accuracy. If your heart's set on using the mine thrower, purchase its scope and make the most of the experience.

Grenades

Grenades are small, handheld explosives. Leon periodically discovers grenades, which he may use to inflict great damage against his enemies. There are three types of grenades, each with its own uses.

Grenades are used like firearms; equip Leon with one and then hold **[R]** to ready it, pressing **[A]** to give it a toss. (Use **[C]** while aiming to angle the throw.) Grenades land a medium distance ahead of Leon, so they're ideal against medium-range hostiles.

Hand Grenade

Hand grenades are the most powerful of the three. They detonate shortly after being thrown, causing a violent, compact explosion and sending fragments of shrapnel through everything nearby. Hand grenades are great for inflicting heavy damage on powerful enemies, or for eliminating a group of weaker underlings. When you face a host of foes, lure them into a confined space such as a doorway or corridor, then toss a hand grenade to wipe them all out. Sell surplus hand grenades to the merchant for 2,000 pesetas apiece.



Incendiary Grenade

Incendiary grenades are comparable to hand grenades, but instead of shredding foes with shrapnel, incendiary grenades erupt in a wide burst of flame. The fire persists for a few moments, engulfing all nearby hostiles, along with any that foolishly



move into contact with it after the initial explosion. Use incendiary grenades to lay down brief walls of fire and prevent enemies from moving too close. Some enemies seem to suffer greater damage to fire-based attacks, while others are completely unaffected. These grenades sell to the merchant for 1,000 pesetas.

Flash Grenade

At first, the effectiveness of flash grenades seems questionable; Leon wants to kill his adversaries, not stun them. That's what flash grenades do, though. Throw one at a cluster of hostiles to emit a brilliant flash that blinds and stuns them, enabling Leon to execute punishing kicks or make a hasty escape. Flash grenades have a similar effect against larger, more powerful adversaries as well, stunning them so Leon can dish out heavy damage without fear of immediate retaliation. Sometimes it may be easier to stun a group of nimble enemies with a flash grenade before hurling a hand or incendiary grenade to deal the final blow.



When darkness falls, you realize the true power of the flash grenade. Las Plagas that emerge from the heads of Ganados and other hostiles have a terrible aversion to light, which is why they never appear during the day. The blinding light emitted by flash grenades is so sudden and intense that it instantly kills any Plagas within range. Use flash grenades to wipe out Las Plagas, sparing ammo and other grenades for use against more suitable foes.

Recovery Items

Every item that Leon or Ashley can use to replenish their health is a recovery item, also referred to as “restoratives” in this guide. Search high and low for these valuable items, because Leon’s survival often hinges on the recovery items he owns.

First Aid Spray

Leon starts off with a canister of first aid spray and finds a few more as he explores his environment. These rare recovery items bring Leon or Ashley up to full health when used, no matter how much damage they’ve suffered. Therefore, avoid using first aid spray until Leon or Ashley is near death to gain the full health benefits from these valuable items.



In a pinch, you can buy first aid sprays from the merchant for 5,000 pesetas apiece. You shouldn’t need to buy them if you’re careful, though; Leon can find plenty of recovery items if he keeps a lookout.

Herbs



Herbs are small plants with natural recovery properties. These are among the most plentiful restoratives Leon can find, but he must look hard for them, as they often blend with their surroundings. Each herb takes up two spaces in Leon’s attaché case, but you can combine them to save space and form more potent blends.

Green Herb: Restores a small amount of health when used. The most common type of herb and base of all herb blends.

Red Herb: Has no effect until combined with a green herb. Greatly enhances the healing properties of green herbs.

Yellow Herb: Has no effect until combined with a green herb or a red and green herb. Permanently increases Leon or Ashley’s maximum health by a small fraction.

Combining herbs properly is vital to survival and a good way to clear up space in the attaché case. Once combined, herbs cannot be separated. The following table reveals every herb combination that can be formed, along with their restorative effects.

Herb Combinations

Herbs	Effect
Green	Restores a small amount of health.
Green + green	Restores a medium amount of health.
Green + green + green	Restores full health.
Green + red	Restores full health.
Green + yellow	Restores a small amount of health; permanently increases maximum health.
Green + yellow + red	Restores full health; permanently increases maximum health.

Here are five important tips to keep in mind when using and combining herbs:

1. Never combine two green herbs unless you desperately need to make room in the attaché case. Always keep them separate so you can merge them with red herbs to form potent blends.
2. Even if Leon is gravely wounded, avoid using your last green herb to heal him. Carry on until you find a red herb, then combine it with the green herb you’ve been hoarding to form a compound that restores full health.
3. Give all yellow herbs to Leon to increase his maximum health. Ashley won’t be fighting and should be kept out of harm’s way.
4. Avoid using first aid sprays or green and red herb blends on Ashley. Full-health recovery items are better used on Leon, who sports a much larger health gauge. Heal Ashley’s wounds with excess green herbs or chicken eggs.
5. If you’re carrying a first aid spray and a mix of red and green herbs, always save the first aid spray and use the herb blend to restore Leon’s health instead. Though they both feature the same healing properties, first aid sprays sell for a few more pesetas compared to red and green herb blends. You never know when this may come in handy.

Chicken Eggs



Chicken eggs are valuable recovery items. These rare prizes are periodically laid by chickens that cluck about Pueblo and the Farm area of the Village region. Snakes hidden in certain containers also leave behind chicken eggs when they’re killed. Leon can collect chicken eggs and store them in his attaché case for future use. Chicken eggs take up only one space in the attaché case and offer the following recovery benefits:

Chicken Egg: Restores a tiny amount of health (slightly less than a green herb).

Brown Chicken Egg: Restores a medium amount of health (slightly less than a blend of two green herbs).

Gold Chicken Egg: Restores full health.



Leon occasionally encounters snakes as he smashes open wooden boxes and barrels. A swift second swipe of his knife can quickly kill these pests before they bite him. Each snake Leon kills leaves behind a chicken egg it must have eaten a short time ago; collect it.

Bass



Bass are large fish you find swimming about murky waters. Leon encounters bass in the Swamp and Lake areas of the Village region, and in a few other places as well. With patience and careful aim, Leon can kill these fish with his knife (or other weaponry), causing their bodies to float to the surface where you can collect them. Leon may then use the bass to recover lost health just like other recovery items.

There are two types of bass, each one taking up a significant amount of space in the attaché case compared to other recovery items. Don't waste storage space on these fish unless you're desperately low on restoratives. Hunt them only when you intend to use them right away.

Black Bass: Restores a medium amount of health when eaten. Takes up three spaces in the attaché case.

Black Bass (L): Restores full health when consumed. Eats up 12 blocks in the attaché case.

Key Items

A great many obstacles present themselves to Leon, many in the form of locked doors and puzzles that require special key items to open or solve. Here we detail each of the key items Leon must find and use to progress. All of these items are kept within the **Keys/Treasures** portion of the subscreen, where you can examine them for clues, combine them if necessary, and eventually use them. After Leon uses a key item, he no longer needs it and the item is removed from his inventory.

Village Keys

Camp Key

What It Does: Unlocks a door in the Ganado Stronghold area.

How to Get It: Defeat a chainsaw hag and collect the key from her remains.



Emblem (Left Half)

What It Does: Combines with the **Emblem (Right Half)** to form the complete **Hexagonal Emblem**, which opens a locked door in the Ganado Gorge area.

How to Get It: Open a treasure chest in the Ganado Gorge area.



Emblem (Right Half)

What It Does: Combines with the **Emblem (Left Half)** to form the complete **Hexagonal Emblem**, which opens a locked door in the Ganado Gorge area.

How to Get It: Open a treasure chest in the Ganado Gorge area.



False Eye

What It Does: Opens a locked gate in the Village Gate and Gondola area, allowing Leon and Ashley to flee the Village region.

How to Get It: Defeat the village chief, Bitores Mendez, in an epic battle in the Shed of Enlightenment area.



Insignia Key

What It Does: Opens a locked door in the Pueblo area.

How to Get It: Visit the Mendez Manor area; search for it inside the village chief's house.



Resident Evil

Wii edition

Old Key

What It Does: Unlocks a door in the Gigante Way area.

How to Get It: Search inside a small cabin in the Gigante Way area.



Round Insignia

What It Does: Unlocks the church door in the Cemetery area.

How to Get It: Divert the flow of water in the Waterfall area; search the cave behind the waterfall.



Castle Keys

Castle Gate Key

What It Does: Unlocks the main gate in the Castle Gate area.

How to Get It: Search inside the small west room of the Castle Gate area.



King's Grail

What It Does: Opens a sealed door in the Corridor of Royalty area when used in conjunction with the **Queen's Grail**.

How to Get It: Search the Armor Exhibit area.



Dynamite

What It Does: Destroys a giant boulder that blocks Leon's path in the Excavation Site area.

How to Get It: Solve a simple puzzle involving a mine cart and a circuit breaker switch in the Excavation Site area.



Lion Ornament

What It Does: Used in conjunction with the **Goat Ornament** and **Serpent Ornament**; opens a sealed passage in the Grand Hall area.

How to Get It: Search the Chamber of Fire area.



Gallery Key

What It Does: Unlocks a door in the Gallery area.

How to Get It: Defeat a red-robed Illuminado enemy and collect the key from his remains.



Moonstone (Left Half)

What It Does: Combines with the **Moonstone (Right Half)** to form the complete **Blue Moonstone**, which then unlocks a door in the Bedroom Garden area.

How to Get It: Search the maze in the Bedroom Garden area.



Goat Ornament

What It Does: Used in conjunction with the **Lion Ornament** and **Serpent Ornament**; opens a sealed passage in the Grand Hall area.

How to Get It: Search the Gallery area.



Moonstone (Right Half)

What It Does: Combines with the **Moonstone (Left Half)** to form the complete **Blue Moonstone**, which then unlocks a door in the Bedroom Garden area.

How to Get It: Search the maze in the Bedroom Garden area.



Golden Sword

What It Does: Swaps with the **Platinum Sword** to open a sealed door in the Entry Hall area.

How to Get It: Search the Entry Hall area.



Platinum Sword

What It Does: Swaps with the **Golden Sword** to open a sealed door in the Entry Hall area.

How to Get It: Search the Entry Hall area.



Key to the Mine

What It Does: Unlocks a door in the Underground Ruins area.

How to Get It: Search the two-story hut in the Underground Ruins area.



Prison Key

What It Does: Unlocks a door in the Grand Hall area.

How to Get It: Search a portrait in the Grand Hall area.



Queen's Grail

What It Does: Opens a sealed door in the Corridor of Royalty area when used in conjunction with the King's Grail.

How to Get It: Search the Weapon Exhibit area.



Salazar Family Insignia

What It Does: Opens a hidden passage in the Study area.

How to Get It: Solve a simple sliding block puzzle in the Storage area.



Serpent Ornament

What It Does: Used in conjunction with the **Goat Ornament** and **Lion Ornament**; opens a sealed passage in the Grand Hall.

How to Get It: Solve a simple sliding block puzzle in the Storage area.



Stone of Sacrifice

What It Does: Unlocks a door in the Ruins area.

How to Get It: Reach the end of the line in the Mine Rail area.



Stone Tablet

What It Does: Allows Ashley to solve a simple tile-sliding puzzle in the Storage area.

How to Get It: Search the fireplace in the Storage area.



Island Keys

Emergency Lock Card Key

What It Does: Helps Leon open a locked door in the Security Checkpoint area.

How to Get It: Defeat a militant in the Security Checkpoint area and collect it from his remains.



Freezer Card Key

What It Does: Unlocks a door in the Stairwell area.

How to Get It: Search the Operating Room area.



Jet-Ski Key

What It Does: Starts the jet-ski Leon and Ashley must use to flee the Island region.

How to Get It: Defeat Osmond Saddler in an epic battle in the game's final chapter.



Piece of the Holy Beast, Eagle

What It Does: Used in conjunction with the **Piece of the Holy Beast, Panther** and **Piece of the Holy Beast, Serpent**; opens an escape path out of Krauser's Stronghold.

How to Get It: Search a tall tower near the center of Krauser's Stronghold.



Piece of the Holy Beast, Panther

What It Does: Used in conjunction with the **Piece of the Holy Beast, Eagle** and **Piece of the Holy Beast, Serpent**; opens an escape path out of Krauser's Stronghold.

How to Get It: Search the northeast portion of Krauser's Stronghold.



Piece of the Holy Beast, Serpent

What It Does: Used in conjunction with the **Piece of the Holy Beast, Eagle** and **Piece of the Holy Beast, Panther**; opens an escape path out of Krauser's Stronghold.

How to Get It: Defeat Jack Krauser in an epic battle in Krauser's Stronghold.



Resident Evil

Wii edition

Storage Room Card Key

What It Does: Unlocks a door in the Administration Corridor area.

How to Get It: Search the Research Lab area.



Waste Disposal Card Key

What It Does: Opens a locked door in the Stairwell area.

How to Get It: Use the **Freezer Card Key** on a terminal in the Freezer area to overwrite the Freezer Card Key, transforming it into the Waste Disposal Card Key.



Treasures

As Leon explores each area, he periodically discovers items of great value, such as gemstones and baubles made of precious metals. Some of these treasures are common and plentiful, while others are nearly impossible to find if you don't know where to look. Each of these special prizes can be sold to the merchant for huge sums of cash, so keep a sharp lookout for them. This guide's maps and walkthrough reveal the locations of every treasure Leon can acquire; follow the walkthrough carefully to ensure you don't miss any.



Certain treasures can be combined with others to form objects of greater value. In the sections that follow, we reveal which treasures can be merged, showing the increase in value. If a particular treasure's section makes no mention of combining it with other treasures, then that treasure is meant to be sold by itself.

Amber Ring

Base Value: 10,000

Location: On a beam in the Waterfall area of the Village.

Combinaible? No



Blue Eye

Base Value: 3,000

Location: Dropped by Novistadors fought within the Castle.

Combinaible? Yes (Butterfly Lamp)



Antique Pipe

Base Value: 10,000

Location: In a bird's nest up in a tree in the Swamp area of the Village.

Combinaible? No



Blue Stone of Treason

Base Value: 3,500

Location: Underground in the tunnel beneath the Militant Camp area of the Island.

Combinaible? Yes (Golden Lynx)



Beerstein

Base Value: 3,000

Location: In a wooden box in the Farm area of the Village.

Combinaible? Yes (Green, Red, and Yellow Catseyes)



Brass Pocket Watch

Base Value: 10,000

Location: Hanging above an outdoor well in the Mendez Manor area of the Village (shoot the well lid closed before shooting down the treasure); also found in the Stairwell area of the Island.

Combinaible? No



Butterfly Lamp

Base Value: 4,500

Location: Inside a chest in the Prison area of the Castle; also found inside a chest on the outdoor balcony of the Ballroom area.

Combinaible? Yes (Blue, Green, and Red Eyes)



Beerstein Combinations

Combination	Total Value
Beerstein w/Green	10,000
Beerstein w/Red	10,000
Beerstein w/Yellow	10,000
Beerstein w/Green, Red	15,000
Beerstein w/Green, Yellow	15,000
Beerstein w/Red, Yellow	15,000
Beerstein w/Green, Yellow, Red	20,000

Butterfly Lamp Combinations

Combination	Total Value
Butterfly Lamp w/Green	6,500
Butterfly Lamp w/Red	7,000
Butterfly Lamp w/Blue	8,500
Butterfly Lamp w/Green, Red	11,000
Butterfly Lamp w/Green, Blue	13,000
Butterfly Lamp w/Red, Blue	15,000
Butterfly Lamp w/Green, Red, Blue	32,000

Crown

Base Value: 9,000

Location: In the dead hands of a corpse in the Sewer area of the Castle.

Combinable? Yes (Crown Jewel, Royal Insignia)



Crown Combinations

Combination	Total Value
Crown w/Jewel	25,000
Crown w/Insignia	27,000
Salazar Family Crown	48,000

Crown Jewel

Base Value: 11,000

Location: Held by the monster Verdugo fought within the Service Tunnel of the Castle.

Combinable? Yes (Crown)



Dirty Brass Pocket Watch

Base Value: 1,000

Location: Hanging above the well in the Mendez Manor area of the Village (you must shoot down the treasure without closing the well).

Combinable? No



Dirty Pearl Pendant

Base Value: 1,000

Location: Hanging above the well in the Farm area of the Village (you must shoot down the treasure without closing the well).

Combinable? No



Elegant Chessboard

Base Value: 13,000

Location: Inside a small shelf in a back room of the Weapon Exhibit area of the Castle.

Combinable? No



Elegant Headdress

Base Value: 10,000

Location: Stuck in the cavernous ceiling of the Secret Passage area of the Village; also found on the ceiling in the Saddler's Quarters area of the Island.

Combinable? No



Elegant Mask

Base Value: 3,000

Location: In a small room in the Ganado Base area of the Village; also found inside a chest on the balcony of the Great Hall in the Castle.

Combinable? Yes (Green, Purple, and Red Gems)



Elegant Mask Combinations

Combination	Total Value
Elegant Mask w/Green	10,000
Elegant Mask w/Purple	10,000
Elegant Mask w/Red	10,000
Elegant Mask w/Green, Purple	15,000
Elegant Mask w/Green, Red	15,000
Elegant Mask w/Purple, Red	15,000
Elegant Mask w/Green, Purple, Red	20,000

Elegant Perfume Bottle

Base Value: 10,000

Location: Inside a small room in the Castle Wall area of the Castle (Ashley's help is required to enter the room).

Combinable? No



Emerald

Base Value: 3,000

Location: Found in various places about the Island.

Combinable? No



Resident Evil

Wii edition

Gold Bangle

Base Value: 8,500

Location: Found in numerous places within the Castle.

Combinable? No



Gold Bangle with Pearls

Base Value: 10,000

Location: In a bird's nest up in a tree in the Lake area of the Village.

Combinable? No



Golden Lynx

Base Value: 15,000

Location: Atop a boulder inside a small chamber in the Cliffside Encampment area of the Island.

Combinable? Yes (Blue Stone of Treason, Green Stone of Judgment, Red Stone of Faith)



Golden Lynx Combinations

Combination	Total Value
Golden Lynx w/Blue	20,000
Golden Lynx w/Green	20,000
Golden Lynx w/Red	20,000
Golden Lynx w/Blue, Green	25,000
Golden Lynx w/Blue, Red	25,000
Golden Lynx w/Green, Red	25,000
Golden Lynx w/Blue, Green, Red	35,000

Green Catseye

Base Value: 3,000

Location: Held within a strange dais behind the church in the Cemetery area of the Village (solve gravestone insignia puzzle to collect).

Combinable? Yes (Beerstein)



Green Eye

Base Value: 1,000

Location: Dropped by Novistadors fought within the Castle.

Combinable? Yes (Butterfly Lamp)



Green Gem

Base Value: 3,000

Location: Atop the merchant's stand in the Lake Cave area of the Village; also found in a statue in the Corridor of Royalty area of the Castle.

Combinable? Yes (Elegant Mask)



Green Stone of Judgment

Base Value: 3,500

Location: Found at the Dozer Crash Site area of the Island.

Combinable? Yes (Golden Lynx)



Hourglass with Gold Décor

Base Value: 12,000

Location: Inside a chest on a raised pillar in the Dining Hall area of the Castle.

Combinable? No



Illuminados Pendant

Base Value: 12,000

Location: Held by a red-robed Illuminado leader in the Great Hall area of the Castle; also found in a hidden chest in the Chamber of Fire area (defeat the second fire dragon to spawn the chest).

Combinable? No



Mirror with Pearls and Rubies

Base Value: 12,000

Location: Inside an armoire in the Garden Bedroom area of the Castle.

Combinable? No



Pearl Pendant

Base Value: 10,000

Location: Hanging above a well in the Farm area of the Village (you must shoot the well lid closed before shooting down the treasure); also found behind the entrance ladder in the Ancient Passage area of the Island.

Combinable? No



Purple Gem

Base Value: 3,000

Location: In a bucket hanging above the cabins in the Gigante Way area of the Village; also found in the eye of the statue hanging from the ceiling in the Grand Hall area of the Castle.

Combinable? Yes (Elegant Mask)



Red Catseye

Base Value: 3,000

Location: In a bird's nest up in a tree in the House of Confinement area of the Village.

Combinable? Yes (Beerstein)



Ruby

Base Value: 10,000

Location: Dropped by certain enemies, such as chainsaw-wielding Ganados.

Combinable? No



Red Eye

Base Value: 1,500

Location: Dropped by Novistadors fought within the Castle.

Combinable? Yes (Butterfly Lamp)



Spinel

Base Value: 2,000

Location: Found in many locations throughout the adventure.

Combinable? No



Red Gem

Base Value: 3,000

Location: At the end of a hidden passage in the Ganado Stronghold area of the Village; also found in a chest hidden within the maze in the Bedroom Garden area of the Castle.

Combinable? Yes (Elegant Mask)



Staff of Royalty

Base Value: 20,000

Location: Found in the sarcophagus in the Underground Ruins area of the Castle.

Combinable? No



Red Stone of Faith

Base Value: 3,500

Location: In the basement of the Security area of the Island.

Combinable? Yes (Golden Lynx)



Velvet Blue

Base Value: 2,500

Location: Found in many areas of the Castle and Island.

Combinable? No



Royal Insignia

Base Value: 13,000

Location: On a pedestal near the elevator at the far end of the Catacombs area of the Castle.

Combinable? Yes (Crown)



Yellow Catseye

Base Value: 3,000

Location: Hidden in a chest at the far end of the cliffside path in the Village Gate and Gondola area of the Village.

Combinable? Yes (Beerstein)

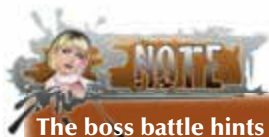




resident evil
Wii edition

Characters and Hostiles

A number of mysterious individuals are involved in the events surrounding the kidnapping of the First Daughter. A far greater number of frightening monsters and fearsome fiends are also involved, each one intent on ripping Leon to shreds for meddling in their affairs. Here we provide spoiler-free descriptions for all characters whose paths cross Leon's during his quest to save Ashley, along with effective combat tips and tactics to help you overcome each terrifying hostile that Agent Kennedy encounters.



The boss battle hints and tips provided in this section should be enough to get you through. For complete strategies, please refer to the walkthrough.

Cast

Leon S. Kennedy

Kennedy is the main character and central protagonist. Things just seem to go from bad to worse for US Agent Leon S. Kennedy. Six years ago, against all odds, Leon narrowly managed to survive the horrific events that transpired at Raccoon City. As a member of the Raccoon Police Department, Leon was better equipped than most to handle the horrendous aftershock of the T-Virus outbreak, a terrible disaster brought upon by the now-defunct mega-corporation, Umbrella. With the city he served in ashes, Leon is forced to find new employment as a special US operative. When the President's daughter is kidnapped by mysterious cultists, Leon's incredible combat ability and proven survival skills make him the clear candidate for the rescue mission. The trail is cold at first, but shortly after initiating his investigation, Leon learns that the girl was recently seen in a rural European village.

Ingrid Hunnigan

Shortly after arriving in Europe, Agent Kennedy discovers that far more is going on than he thought. Nightmares from his past seem to be returning: hostile, bloodthirsty townsfolk threaten his life at every turn. These people seem to know no fear, and there are a *lot* of them. Even with his vast knowledge of military tactics and crisis survival, Leon would be lost without the aid of fellow US Agent Ingrid Hunnigan. A voice of reason and firm reassurance in the darkest of times, Agent Hunnigan periodically sends Leon satellite transmissions, talking him through thorny scenarios and providing intel on how he should go about accomplishing his objectives. Leon would do well to listen carefully to everything Hunnigan has to say.



You can listen to Leon's past transmissions with Hunnigan at any time. Visit the "Files" portion of the subscreen.

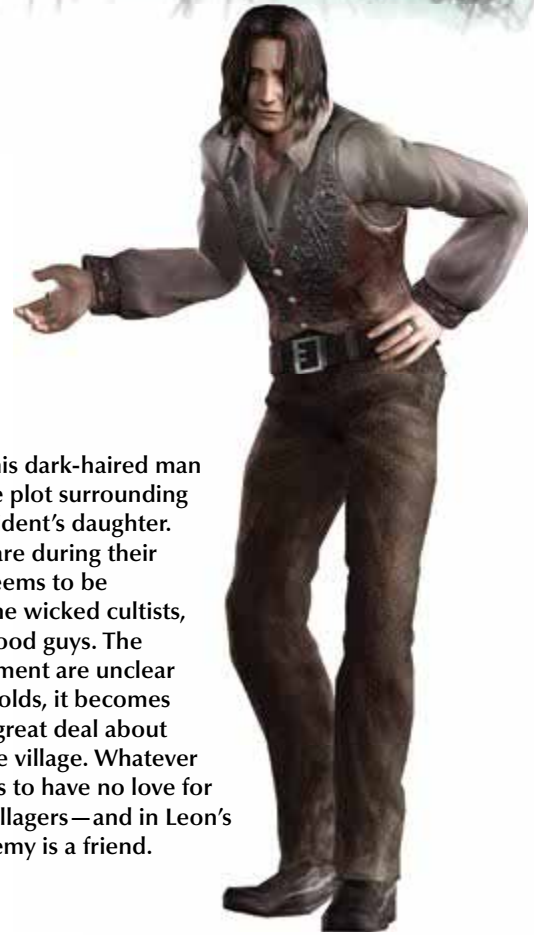




Ashley Graham

The first daughter of the United States, Ashley Graham has been brazenly kidnapped by nefarious cultists for some unknown purpose. In an effort to prevent nationwide alarm, the US government decides to send only one operative to investigate her abduction. The mission is of the utmost priority and highly classified; US Agent Leon S. Kennedy's professionalism and proven survival skills make him the obvious candidate for the job.

Ashley is a brave, attractive young woman of 20 years. Though she's never had any formal combat training, the first daughter has a good head on her shoulders and knows to get out of the way when danger strikes. She helps Leon solve certain puzzles and often points out important objects in the environment, giving Leon clues on how to progress. Some areas would be completely inaccessible to Leon without Ashley's help, and the two must work together if they hope to survive their shared nightmare.



Luis Sera

A mysterious third party, this dark-haired man is somehow involved in the plot surrounding the kidnapping of the president's daughter. Though he gives Leon a scare during their first encounter, Luis Sera seems to be another kidnap victim of the wicked cultists, and therefore one of the good guys. The reasons behind his involvement are unclear at first, but as the story unfolds, it becomes obvious that Luis knows a great deal about what's been going on in the village. Whatever his involvement, Luis seems to have no love for the cultists or the crazed villagers—and in Leon's book, the enemy of his enemy is a friend.



Ada Wong

Ada Wong is another puzzling third party, and her clandestine path periodically crosses Leon's. Though he doesn't recognize her at first, Leon eventually places the woman as a familiar face from his troubled past. As with Luis Sera, Ada Wong's personal involvement in the plot is uncertain. Perhaps it will become more clear after Leon completes his mission.

Resident Evil

Wii edition

Village Hostiles

Threat Meter Breakdown

Each hostile Leon encounters poses a certain amount of danger to him, some more than others. To help you determine which enemies are most worthy of concern, threat meters are provided for every hostile in the following sections, illustrating their relative might. There are four different threat meter levels:



Normal threats These enemies are common. Leon must get used to dealing with them without wasting too much ammo.



Serious threats Leon periodically encounters these fearsome foes. They each pose great danger, and advanced weaponry is often required against them.



Severe threats These horrific monsters are very rare. Leon must pull out all the stops to defeat them.



Critical threats These mighty giants are the rarest of all. Each conflict with one of these nightmarish fiends is an epic struggle for survival.

bloodthirsty desire to tear outsiders to shreds, Los Ganados furiously attack Leon on sight using whatever weaponry they have at their disposal. Common Ganado armaments include farming tools such as pitchforks, butcher's knives, and sickles and hatchets that can be thrown from range. When no suitable weapon can be found, Ganados simply grab Leon and attempt to choke him.



Wave the Wii Remote sharply to shake off Ganados who've grabbed hold of Leon.



Leon can knock Ganado weaponry out of their hands by aiming at their arms or shooting the weapon itself. You can also shoot down thrown hatchets in mid-flight.



Though seemingly driven by a single-minded purpose to kill, Los Ganados are also quite cunning. They commonly attack Leon in groups, attempting to overwhelm and flank him. If Leon takes cover inside a building, Ganados will batter down its doors and leap through its windows to reach their prey. If Leon retreats to a higher floor, they'll quickly give chase, sometimes propping up ladders to enter the structure's second-floor windows from outside.

Relentless and somewhat unpredictable, Ganados are also fairly easy to deal with once you learn their basic

behaviors. Their true strength lies in their numbers, so look for ways to negate this advantage. Avoid combating Ganados in open ground; always try to back into a corner, or retreat to a hallway or similar confined space so they cannot surround Leon.



Los Ganados



- Often attack in groups
- Strength lies in numbers
- Vulnerable to headshots



At a glance, it seems these villagers are simple folk who peacefully go about their daily lives, tending their farms and livestock. Leon soon discovers that first appearances can be misleading, however. Something is very wrong with these people, who are called Los Ganados; their minds seem possessed by an uncontrollable evil. Filled with a



To conserve ammo, use a handgun to weaken or kill Ganados from range, aiming to score headshots to stun them

and inflict extra damage. Striking their legs also slows them down, sometimes dropping them to their knees. Don't hesitate to unleash a shotgun blast when Ganados close in; a shotgun's tremendous short-range power and wide area of effect make it the perfect tool for knocking a group of villagers flat on their backsides.



Well-placed handgun shots can stagger Ganados or drop them to their knees, allowing Leon to close in and execute a roundhouse kick for extra damage. If you knock a Ganado to the ground and no other threats are about, move close and rapidly slash the prone Ganado with Leon's knife to kill the hostile before it returns to its feet.

Chainsaw Ganado

- Chainsaws are one-hit kill weapons
- Very resilient and difficult to kill
- Vulnerable to headshots

Some of the most terrifying enemies Leon faces in the village are chainsaw-wielding Ganados. These frightening madmen charge straight at Leon, yearning to sever his head with one fatal swing of their lethal weapon. Chainsaw Ganados run nearly as fast as Leon and can chase him anywhere. They can destroy wooden doors with their powerful saws, and they can withstand tremendous amounts of punishment before they finally fall, often leaving valuable prizes behind.



When faced with a swarm of Ganados, always make the ones brandishing chainsaws your primary targets. Feel free to toss an incendiary or hand grenade to soften them up; the use of extreme force is justified. Afterward, pelt them with handgun bullets from afar and blast them with a shotgun as they draw near to send them flying backward.



Like other villagers, chainsaw-wielding Ganados are vulnerable to headshots. Aim for the head, but

don't expect to stagger them very often. Instead, expect to burn through a lot of ammo before you finally defeat these horrific foes.

TNT Ganado



- Explosives are extremely powerful
- Dynamite can be thrown quite far
- Vulnerable to headshots

Perhaps the most deadly types of Ganados are those armed with dynamite. These maniacal villagers don't need to close in on Leon like most others; they simply hurl lit sticks of TNT at him from afar, which violently explode just moments after they land. Being caught in the blast radius of one of these explosives is often lethal, even when Leon is close to full health. It's therefore best to kill these Ganados without delay.

resident evil

Wii edition



When long-range rifle sniping isn't an option, a well-timed blast from a shotgun is usually the best way to deal with

TNT Ganados. Wait until they ready a stick of dynamite, then unleash a shotgun blast from range, aimed at the Ganado's upper body. Chances are good that the scatter shot will strike the dynamite, detonating it in the Ganado's hand and ending the threat instantly.

In the grip of a skilled marksman, a handgun can be just as effective against these dangerous adversaries

as a shotgun. Again, wait until the Ganado sparks a stick of dynamite, then pelt his head and legs to keep him off balance until the TNT explodes in his hand. Shooting the stick of dynamite itself is a bit faster, but this requires expert aim and a measure of luck.



Las Plagas—Tentacle



- Emerge from the heads of slain Ganados
- Whip-like attack has frightening reach
- Vulnerable to bright light, headshots

Threat level



When day turns to night, the reason behind Los Ganados inexplicable, murderous behavior finally becomes apparent. These townsfolk aren't simply insane; they've been infected by Las Plagas—horrific parasites that inhabit the bodies of Ganados, using the unfortunate villagers as their hosts. Las Plagas never appear during the day, as they're extremely vulnerable to bright light. However, when darkness falls, these hideous parasites are free to emerge from their Ganado hosts, posing far greater danger to Leon.



Due to their aversion to light, Las Plagas are instantly killed by flash grenades.

Las Plagas come in a variety of forms. The first ones Leon encounters occasionally burst out of their Ganado



hosts' heads when Leon defeats the Ganado with a critical headshot. The Plaga resembles giant, bloody tentacle that ends in a jagged, bone-like protrusion. The tentacle whips around with incredible force, periodically lashing out at Leon and inflicting tremendous damage with each strike. This fast attack has a surprisingly long range, so keeping distance from a Plaga tentacle is vital. Fortunately, once a Plaga has emerged from its host, the Ganado's movement speed is significantly reduced.



Once a Plaga emerges, its host's body is no longer a suitable target. Aim for the Plaga itself instead.



Never move Leon close to a Plaga tentacle. If one happens to close in, immediately unleash a shotgun blast

to knock it away. Stay well out of reach and use a handgun to destroy these hideous adversaries from range, aiming for the Plaga itself as if you were attempting to score headshots on its Ganado host. Each bullet that strikes the Plaga inflicts great damage, often causing its host to stagger backward. Pelt the parasite repeatedly until it finally explodes in a bloody shower.



Colmillo



- Extremely agile; often pounce from concealment
- Controlling Plaga can emerge from back
- Vulnerable to fire

Threat level
●●○○○

While wolves typically steer clear of human activity, many of the ones that live in the countryside around Pueblo have been infected by Las Plagas. The results are vicious, highly aggressive animals called Colmillos. Fast and agile, Colmillos often attack with little warning, leaping from concealment to tackle Leon and tear out his throat. Due to their frightening speed and mobility, it's usually best to wield a shotgun against these creatures and blast them mid-jump to put them down fast. A handgun or TMP can be used in a pinch, while incendiary grenades are surefire Colmillos killers.



If Leon is tackled by a Colmillo, quickly wave the Wii Remote to shake it off.



If a Colmillo's Plaga happens to burst from its back, the Colmillo can lash out at Leon from range with giant

tentacles, similar to the tentacle variety of Plaga that occasionally erupts from heads of Illuminados and Ganados. This gruesome transformation makes Colmillos far more dangerous to deal with; waste no time in unleashing your shotgun or lobbing an incendiary grenade for a quick kill.

Mid-Boss #1: Del Lago

Threat level
●●●○○



This terrible sea creature is feared even by Los Ganados. It attacks Leon when he's crossing a lake in a motorboat. To defeat this ancient beast, Leon must impale it with harpoons each time it surfaces to bite him. Leon must also periodically steer his boat to avoid collisions with giant pieces of flotsam.

Mid-Boss #2: El Gigante

Threat level
●●●○○



Shortly after dealing with Del Lago, Leon has a horrific encounter with a giant, known to Los Ganados as El Gigante. This massive being angrily stomps about, attempting to smash Leon underfoot, or snatch him up and crush him between its palms. Leon must use his superior agility to outmaneuver El Gigante, pounding it with grenades and heavy weaponry to wound the monster. Inflicting enough damage forces El Gigante down to one knee, allowing Leon to climb on its back and hack away at the exposed Plaga.

resident evil

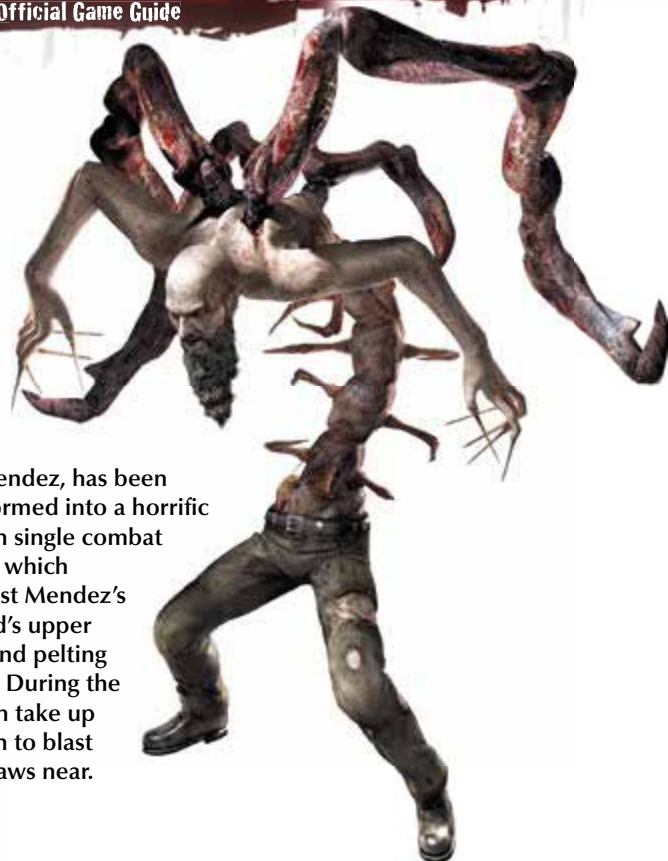
Wii edition

Village Boss: Bitores Mendez

Threat level



The chief of the Village region, Bitores Mendez, has been infected by the Plaga parasite and transformed into a horrific monstrosity. Leon must defeat the chief in single combat inside an old shed to obtain his false eye, which enables Leon to escape the Village. Against Mendez's initial form, Leon must run along the shed's upper balcony, avoiding the monster's pincers and pelting it with handgun fire at every opportunity. During the second stage of the fight, Leon must again take up position on the balcony, using his shotgun to blast Mendez from the rafters each time he draws near.



Castle Hostiles

Los Illuminados



- Often attack in groups
- Strength lies in numbers
- Vulnerable to headshots

Threat level



A cult of religious zealots, Los Illuminados reside within Salazar's castle—a foreboding place where the cultists are free to worship Las Plagas day and night. These madmen have welcomed the unholy parasites into their bodies with open arms, and they can often be heard chanting reverently as they patrol their mighty stronghold. Similar in many ways to Los Ganados, Illuminados relentlessly attack Leon on sight with a variety of medieval weapons, including maces, scythes, and crossbows for ranged assaults. They often appear in groups, attempting to flank Leon and recapture Ashley so their lord's vile plot can succeed.



Like Los Ganados, an Illuminados's controlling Plaga may emerge to attack Leon once the host has suffered a

critical headshot. Worse, some Illuminados's Plaga will erupt even if they're not shot in the head. While exploring the castle, always save a shotgun shell or two so you can deal with the unexpected appearance of a Plaga.



Some Illuminados carry large wooden shields for protection. It's best to let these enemies draw near,

then unload a shotgun blast or two to destroy their shields and knock them backward. Once their shields have been destroyed, these hostiles are no more threatening than their shieldless brethren; target their heads and limbs to keep them off balance and stunned, executing kicks for extra damage whenever the chance permits.



The powerful penetration showcased by magnums, rifles, and the Punisher handgun allow you to punch holes through Illuminados' shields from afar.

Las Plagas—Worm

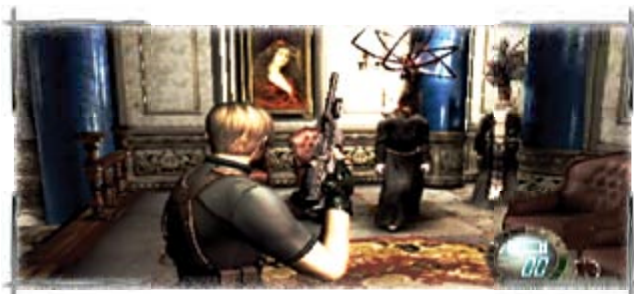


- Emerge from the heads of slain Illuminados
- Bite attack is fatal but has a short reach
- Vulnerable to bright light, headshots

Threat level
●●○○

Las Plagas have several forms. The second brand of parasite Leon runs into resembles a fat, repulsive worm that emerges from its host's head just like the tentacle variety Leon encounters in the Village region. These worm-like Plagas can be more trouble than Plaga tentacles. Though their range of attack is much shorter, Plaga worms can kill Leon in a blink by lunging forward and biting off his head. Needless to say, you don't want these horrors getting too close; keep your distance and pelt the worm with handgun fire. If one of these deadly parasites suddenly bursts out of a nearby Illuminado, quickly blast it with the shotgun to knock it away, or simply turn and run.

Las Plagas—Spider



- Emerge from the heads of slain Illuminados
- Spew acid from range, bites off head up-close
- Vulnerable to bright light, headshots

Threat level
●●○○

The third and most terrifying form of Las Plagas is a spider-like parasite that explodes from the head of its host to assault Leon by surprise. These hideous parasites are the most dangerous; they spit green, corrosive acid at Leon from range and can rip Leon's head clean off if they manage to close in. Keep a distance from these horrors and assault them with pistol or rifle fire, employing a shotgun or TMP if one draws too close for comfort.



And the battle isn't over once you inflict enough damage to drop a spider-like parasite's host. Instead, the parasite

detaches itself from the corpse of its former host and begins stalking Leon on its own, skittering about on spindly legs. Once the Plaga draws near, it leaps up and latches onto Leon's face, bathing him in acid for heavy damage. A few handgun bullets is usually enough to kill these freakish creatures, so don't give them the chance to close in.



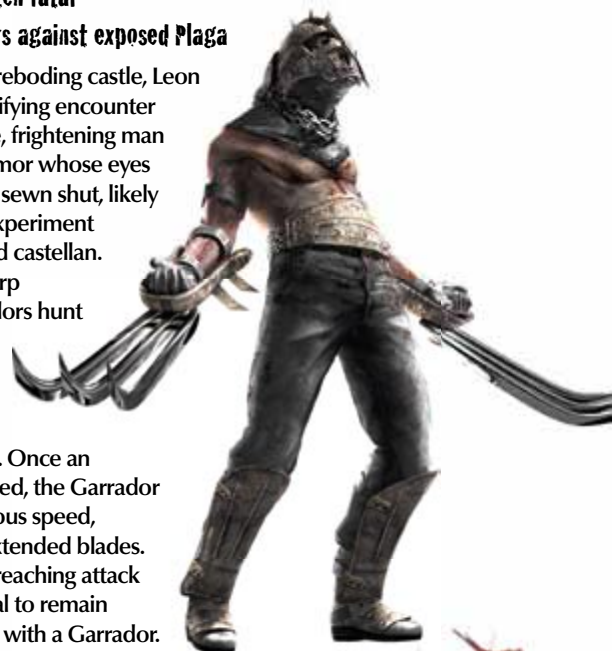
When Leon is being assaulted by a Plaga spider, quickly wave the Wii Remote to shake it away.

Garrador

Threat level
●●○○

- Completely blind, it hunts by sound alone
- Claw attacks are often fatal
- Vulnerable to attacks against exposed Plaga

Deep within Salazar's foreboding castle, Leon experiences his first horrifying encounter with a Garrador—a large, frightening man covered in piecemeal armor whose eyes have been removed and sewn shut, likely as part of some insane experiment conducted by the twisted castellan. Equipped with razor-sharp retractable claws, Garradors hunt by sound alone, slowly stalking their prey until a hasty footfall or wayward gunshot gives away their location. Once an intruder has been detected, the Garrador rushes forward with furious speed, slashing wildly with its extended blades. Being caught by this far-reaching attack is often fatal, so it's critical to remain utterly silent when faced with a Garrador.



Resident Evil

Wii edition



Because they are blind, it's nearly impossible for a Garrador to detect Leon unless he makes noise by running or firing a weapon. Use this to your advantage, walking circles around the creature until you manage to slip behind him. A Garrador's one and only weak spot is the exposed Plaga that's attached to its backside; blast the Plaga from range with your weapon of choice, then prepare to run—the moment the Garrador recovers from the attack, it charges forward to hack Leon to bits. Run to one side as fast as possible to avoid the onslaught, then stop running and continue to walk Leon about, aiming to line up another shot.



Flash grenades have no effect against a Garrador's Plaga. Use hand and incendiary grenades instead to inflict great damage.

Novistador



- Natural camouflage ability makes them nearly invisible
- Fast and agile; can scale wall and ceilings
- Vulnerable to fire; exposed while airborne

Threat level
●○○○

Salazar's freakish experimentations have produced a number of horrific monstrosities, some of the most frightening being Novistadors—huge insect-like creatures that skitter about walls, ceilings, and floors with alarming

speed, quickly closing in to tackle and devour their prey. Novistadors enjoy pouncing on their quarry, ripping into them with sharp claws and initiating the digestive process by spewing highly corrosive acids that coat and liquefy their “meal.” Aiding in their ability to approach their victims undetected, Novistadors can take on the exact appearance of their surroundings, becoming nearly invisible to the naked eye. While camouflaged, only the subtle movements made when moving or breathing give Novistadors away.



If you think you've spotted a camouflaged Novistador, try targeting it. Even hidden Novistadors register as viable targets when sighted.



If Leon has been tackled by a Novistador, shake the Wii Remote sharply to knock it away.



Because Novistadors usually remain invisible until they attack, it's difficult to land the first strike against them.

Instead, it's usually best to back into a corner, hallway, or other confined space, equip a shotgun, take aim and then wait for the Novistador to charge. Blast the monster the moment it draws near to send it flying backward, repeating this process until the Novistador is no more.



Novistadors commonly drop Blue Eyes, Green Eyes, and Red Eyes when defeated. These valuable treasures can be sold by themselves or combined with the Butterfly Lamp to increase the overall value of the combined pieces.

Novistadors also have wings they use to fly about. In flight, Novistadors make sudden, jerky movements, pausing between each one to hover for a moment. This is when Novistadors are most vulnerable; blast them from the sky for heavy damage, then finish them off with handgun fire.



Armadura



- Armor provides heavy protection
- Attacks are slow but powerful
- Controlling Plaga must be exposed and eliminated

Threat level
●●○○○

Salazar's maniacal ingenuity knows no bounds. Somehow, he has succeeded in an insane marriage of Las Plaga parasites and the ancient suits of armor that adorn various sections of his castle, creating dreadful, heavily armored horrors known as Armaduras. Wielding giant axes and massive swords, Armaduras have a wide attack range, and just one swipe from their weaponry inflicts tremendous damage.



If Armaduras have a weakness, it lies in their somewhat lumbering movements. Never stand in

front of these enemies for long; use Leon's superior mobility to outmaneuver them, pausing just long enough to toss a grenade or deliver a potent shotgun blast to their armored helms. After suffering a few of these attacks, the Armadura's helmet flies off, revealing the vicious Plaga hidden within. Keep away from the Plaga just as you would if it had sprouted from an Illuminado, using a handgun, shotgun, rifle, or flash grenade to exterminate it before it has a chance to harm Leon.



Use hand grenades to expose an Armadura's Plaga more quickly. Then throw flash grenades to instantly defeat the parasite.

Mid-Boss #1: Verdugo

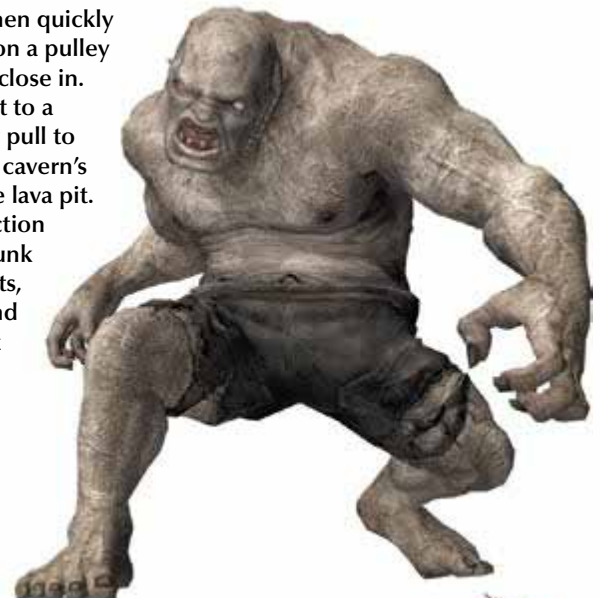
While navigating an underground tunnel network, Leon is suddenly assaulted by a formidable reptilian adversary. At first, Leon must struggle to avoid the creature's rapid attacks, which seem to come from all angles. Once Leon locates a control room, he can call for a nearby elevator to make an escape. Calling the elevator traps Leon in the control room with the monster however, and he must strive to avoid its attacks until the door becomes unlocked. During this time, Leon can temporarily freeze Verdugo by kicking over a canister of nitrous oxide; Leon may then unload heavy weaponry on the creature if he wishes, fleeing the room and rushing to meet the elevator the moment it arrives. If Leon happens to be carrying a rocket launcher, he can destroy Verdugo with one shot once the monster has been frozen; this is worthwhile, as Verdugo possesses an object of great value.



Threat level
●●●○○

Mid-Boss #2: Dual Gigantes

As if one El Gigante wasn't bad enough, Leon faces off against two of the fearsome giants in a wide volcanic chamber shortly after his encounter with Verdugo. Fortunately, Leon has advanced weaponry at this time, and he can simplify the fight by tricking one of the monsters into falling into a pit of lava in the center of the cavern. To do this, Leon must first scale some scaffolding, then quickly cross the chamber on a pulley when the Gigantes close in. This lands Leon next to a lever, which he may pull to open a hatch in the cavern's center, revealing the lava pit. If Leon times this action with care, he can dunk one of the two giants, killing it instantly and simplifying the fight against the other.



Threat level
●●●○○



resident evil
Wii edition

Castle Boss: Ramon Salazar

Threat level



The final conflict against Salazar is a truly frantic battle. Leon has a number of options for the fight, and each one presents certain advantages and drawbacks. Though time-consuming, it's best for Leon to drop to the bottom of the chamber, quickly taking up position in one of the two alcoves opposite from Salazar. This puts Leon at risk of being attacked by the numerous Plaga spiders that skitter about the basin, but completely removes him from the far greater threat of being smashed by the Salazar monster's hammering blows. Now all Leon must do to defend himself is fire his handgun or TMP at the Plaga spiders that regularly appear, often causing them to drop ammo. When no Plaga spiders are about, Leon can freely fire his handgun or TMP at the Salazar creature's central eye, which is its only weak spot. After suffering a few hits to the eye, the creature opens up and exposes Salazar himself. At this point, Leon must quickly punish him with relentless shots from his rifle or magnum before Salazar is tucked away again.



Island Hostiles

Militants

Threat level



- Often attack in groups
- Strengths lie in numbers and tactical know-how
- Vulnerable to headshots

The soldiers who defend the Island region are known as militants. These highly trained combatants wear heavy body armor and exhibit strong tactical know-how, quickly moving to flank and overwhelm Leon the moment they spot him. As with Ganados and Illuminados, militants have been infected by Las Plagas and fight with relentless fury. Common militant weaponry includes shock batons, maces, and crossbows, and some of them carry shields just like the cultists they serve.



Though militants are stronger and smarter than Ganados or Illuminados, your tactics for fighting them are largely the same. Headshots and legshots cause them to stagger or take a knee, slowing them down and setting them up for Leon's punishing kicks. Plagas can erupt from the heads of militants at any time, so be wary. Due to their combat training, militants have a good sense of when they're being led into a trap and won't always fall for the "chase me" tricks that worked so well against Ganados and Illuminados. Expect a bit more of a fight from these worthy adversaries.

Commando



- Chaingun is extremely powerful
- Highly resilient and difficult to kill
- Targeting their head or legs keeps them stunned

Threat level
●●○○

Toting a massive underarm chaingun, commandos pose serious threats to Leon's health. These large, burly warriors often attack alongside a group of militants, making them even more challenging. When an intruder is detected, a commando quickly moves into firing range, then simply plants his feet and sprays a wide arc of high-caliber lead from his fearsome weapon. The damage inflicted is extreme, and it's tough to avoid being hit by such a rapid and far-reaching attack. It's therefore best to adopt an aggressive posture against commandos, striving to defeat them before they can dish out much damage.

Don't bother sparing ammo when faced with a commando. Get close and use grenades and shotgun blasts to deal

heavy damage in short order. Or pick them apart with rifle headshots from afar. Though commandos can withstand an incredible amount of punishment, they can also be stunned just like militants—keeping them on wobbly legs is paramount, as it prevents them from mounting an offense of their own. It's nearly impossible to survive an encounter with a commando without taking some damage, so make sure Leon's at full health before taking one on. Then strive at keeping them stunned and ending the fight as quickly as possible.



Berserker



- Hammer attacks are vicious
- Highly aggressive, covered in body armor
- Vulnerable to headshots

Threat level
●●○○

Berserkers fall somewhere between normal militants and Chaingun-toting commandos. They're not nearly as tough as commandos, but they're much faster and far more aggressive, often rushing toward Leon full of rage. Fortunately, Berserkers are easy to keep at bay with a shotgun. Hammer these brutes with close-range blasts and then target their skulls once they're down for efficient kills.

Regenerator

- Seemingly invincible, shambling horrors
- Devastating close-range attacks
- Plaga companions must be eliminated to prevent regeneration

Threat level
●●○○

A sickening marriage of Las Plagas parasites and decaying tissue, Regenerators are some of the most terror-inducing monstrosities Leon faces while exploring Saddler's sinister island. At first, these shambling, man-size horrors seem impossible to kill; any damage dealt to them is quickly undone by some mysterious means. Whole limbs blown off a Regenerator grow back seconds later. Lost legs, arms, and even heads soon reappear as the creature relentlessly pursues its quarry.



resident evil

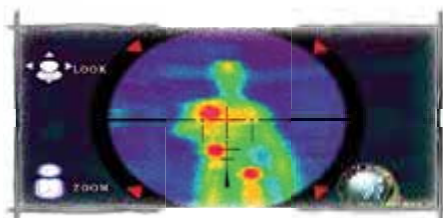
Wii edition



The secret behind the Regenerator's mysterious healing properties is revealed when Leon views

one of these monsters through his rifle's infrared scope—several small, invisible Plagas parasites are attached to the Regenerator's torso, given away only by the trace amounts of heat they emit. Through some nefarious means, these tiny Plagas can rapidly knit the Regenerator's fetid tissue, restoring the hideous being to full health shortly after it suffers injury.

Because a Regenerator's Plagas companions quickly heal the monster's wounds, the only way to truly destroy a Regenerator is to kill the Plagas themselves. This can only be accomplished with the help of the rifle's infrared scope, as the Plagas are completely invisible to the naked eye. However, in a pinch, a close-range shotgun blast to the creature's legs is a good way to slow it down.



Though frightening to behold, Regenerators move very slowly and can harm Leon only by

strangling him or slamming him to the ground with their bare hands. Keep far away from these monsters, using the rifle in conjunction with the infrared scope to pick off its Plagas from range. Once all Plagas have been destroyed, the Regenerator can no longer prevent its rotting flesh from splitting open and bursting apart.

Iron Maiden

Threat level
●●●○



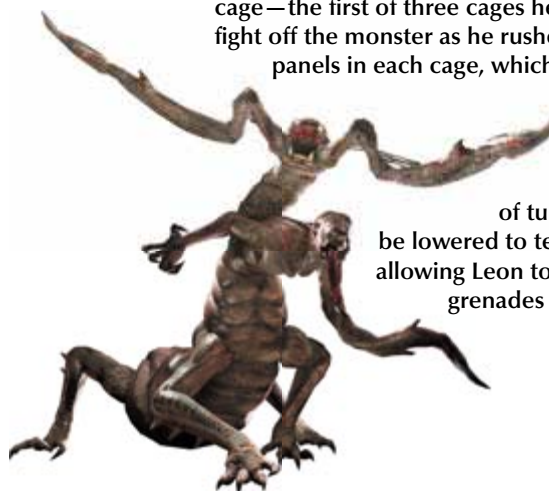
Similar to Regenerators, Iron Maidens derive their name from the large number of pointed needles that jut out from their bodies. The Iron Maiden can rapidly extend these razor-sharp spikes to pierce the flesh of nearby intruders. Though this brutal attack has a relatively short reach, the Iron Maiden can stretch out with extendable arms, snatching up victims from medium range and pulling them in to impale them on its spike-covered frame.

Treat Iron Maidens exactly as you do Regenerators, keeping as far away as possible and picking off their tissue-knitting Plagas with the help of the rifle's infrared scope. Iron Maidens typically feature a few more Plagas than Regenerators, and there's usually one on their back that's tough to see. As you pick off an Iron Maiden's front-side Plaga, look for the Plaga on their back, which can often be seen when the Iron Maiden writhes about in pain. Once you've spotted the rear Plaga, try to shoot through the Iron Maiden to hit the Plaga on its back.

Mid-Boss #1: U3

Threat level
●●●○

Shortly after his initial confrontation with Krauser, Leon finds himself stuck in a large underground cavern inhabited by a hideous monster known as "it". The creature emerges without warning and knocks Leon into a suspended cage—the first of three cages he must escape. Leon must fight off the monster as he rushes to activate two control panels in each cage, which opens the door to the next one. Once he escapes the cages, Leon must survive a final showdown against the fiend in a small network of tunnels. Here, a few gates can be lowered to temporarily slow the monster, allowing Leon to safely punish it with grenades and heavy fire from range.



Mid-Boss #2: Jack Krauser



Leon's final encounter with Krauser occurs at a frenzied pace. The highly-trained warrior relentlessly hunts Leon, using all manner of weaponry and warfare devices to hamper Leon's efforts at locating the three **Pieces of the Holy Beast**—special artifacts Leon must track down to escape Krauser's stronghold. Two of the artifacts can be found within the stronghold, while the final one must be taken from Krauser himself. Leon must use powerful weaponry to fend off Krauser's relentless assaults as he searches for the first two artifacts. When the final showdown occurs, Leon finds that his trusty knife is the key to victory. Dodging Krauser's powerful blows, Leon rapidly responds with quick knife assaults each time his nemesis closes in.

Final Boss: Osmond Saddler



The final conflict against Saddler is a battle of epic proportions. Transformed into a giant multi-legged monstrosity, the maniacal cult leader has lost all ties to reason and must be stopped at all costs. Leon must struggle to outrun the horrific fiend and use the environment to his advantage. Two levers found at opposite ends of the construction platform can be pulled to send heavy steel girders smashing into Saddler. After stunning the monster with these attacks, Leon must quickly run up to stab the creature in its exposed central eye. Once both steel girder attacks have been used up, Leon must shoot the large eyes on the monster's giant legs when they open, peppering them with heavy fire from a handgun, shotgun, or TMP to stun Saddler, and then following up with vicious knife attacks. After stabbing Saddler's central eye multiple times, Leon gets a little help from a friend; collect the special rocket launcher that's provided, then shoot one of Saddler's leg eyes one final time to expose his central eye. Quickly blast the central eye with the special rocket launcher to finish the fight dramatically.



resident evil

Wii edition

The Village

Leon's search for the president's missing daughter begins on a dusty road leading to an old European village. The girl's precise whereabouts are unknown, so some investigation is in order. After an unceremonious parting from his police escort, Leon sets out toward the rural town, intent on exploring the area and questioning the locals.

Chapter 1-1: Welcome to Pueblo

The Road to Pueblo



Pueblo 2nd Floor

Resident Evil

Wii edition

The Road to Pueblo



Shortly after his police escort drops him off on the road to town, Leon S. Kennedy receives a transmission from Ingrid Hunnigan, who introduces herself as his support agent for the mission. Press **X** to bring up the subscreen, then select the **Files** tab to check out the documents that Hunnigan sends Leon, which contain information on the president's daughter, Ashley Graham, as well as an informative playing manual that covers basic controls.



Notice that the targeting reticle changes from green to red when Leon sights a viable target. If you've enabled controller vibration, the Wii Remote also rumbles slightly when a target is sighted. Targets cannot be sighted if they're too far away; move a bit closer and try again.



Before venturing off, you can speak to the police officers for a bonus tongue lashing. Try crossing the bridge behind them for another one.



After speaking with Hunnigan, look for a trio of ravens on the path ahead. Stand near the police car, take

careful aim with the handgun, and shoot each raven in turn when the targeting reticle turns red. Keep your distance, or the sound of your initial gunshot will scare off the remaining birds. Two of the ravens drop random amounts of pesetas; one of them drops a valuable spinel.



You've found your first spinel. You can sell these little gems for profit later in the adventure. Keep an eye out for more.

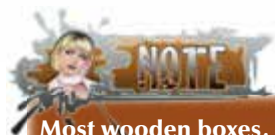
Farther up the trail, Leon notices a signpost that reads "Pueblo." An old truck blocks the road to town, though; maybe the locals



who live in the nearby house own the vehicle and wouldn't mind moving it. Before entering the building, leap over a nearby woodpile by approaching it and pressing **A** when the action button hint appears onscreen. Explore the left side of the house to find a small wooden box sitting on a wagon; approach the box, then give the Wii Remote a sharp swing to make Leon quickly smash it apart with his knife. Collect the random prize you find inside (if any).

The Village

Welcome to Pueblo



Most wooden boxes, barrels, and other destructible objects yield items at random. Smashing these objects may produce ammo, recovery items, a few pesetas, or nothing but thin air. If you like, you can press ② to pause the game, then choose to **retry** an area from your last continue point (usually set when you enter a new area). This allows you to replay the area and try your luck for better rewards.



Inside the house, Leon encounters his first local. He asks the man if he's seen Ashley, and receives an unexpected

response: speaking harshly in a foreign tongue, the man suddenly grabs an axe and attempts to murder Leon, who narrowly avoids a fatal blow. Take aim at the man's head and shoot him in the face. This causes the man to stagger backward or forward in pain; quickly run toward him and press ④ to deliver a powerful roundhouse kick, knocking the villager to the ground.



Enemies remain stunned a bit longer when they reel backward in pain.



Rush toward the man's prone figure, then hold ③ to ready Leon's knife. Tilt ⑥ to look downward, then sharply swing

the Wii Remote to slice the man to death before he gets up. You could also simply swing the Wii Remote for a quick knife attack, but such strikes inflict less damage compared to the surgical knife wounds delivered with ⑥ held down.



Always look for ways to incorporate the knife into combat; it's a great way to conserve ammo.

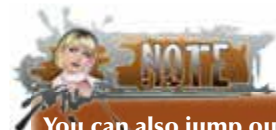
After killing the man, Leon suddenly hears a commotion outside; more locals are closing in, and they quickly

start up the old truck that had been blocking the path to town. They steer the truck straight into Leon's police escort, and both vehicles tumble into the ravine. The villagers then begin to move toward the house to deal with the remaining intruder: Leon.



The hostile locals don't enter the house; they wait for Leo to come to them instead. Before taking the bait, check around

to examine a variety of objects, including a gruesome pile of rotting skulls under the stairs. Go upstairs afterward and collect some handgun ammo from a small table, then return to the ground floor. The hostiles are pressing against the house's front door from the outside, so you need to find another way out. Approach the glass window on the first floor, then press ④ to jump through, landing safely outdoors.



You can also jump out from the second floor window, but exiting through the one on the bottom floor lands you in a slightly safer location.

Quickly turn to face the house's front porch, then press ① to back away from the porch and the window you just

leaped through. Press Leon's back against the wagon that held the wooden crate you smashed a short time ago, and from there, let the villagers come to you. Shoot each one in the face or legs to slow them down, keeping them stunned and at a distance. If the men manage to close in, land a headshot and then quickly follow up with a kick to send them flying backward. Whenever possible, try to finish these men off with Leon's knife when they're down.



resident evil

Wii edition

First Appearance: Los Ganados

Threat Level



Something is very wrong with the local villagers, who are called Los Ganados. They relentlessly attack Leon on sight using whatever weaponry they have at their disposal, even their bare hands.

Given the chance, Los Ganados use their numbers to flank and overwhelm Leon. Score headshots or shoot out their legs to keep them at bay, following up with kicks and knife strikes to conserve ammo whenever the chance allows.



For in-depth looks at each horrific hostile Leon must face, please refer to their sections in the Characters & Hostiles portion of the guide.



Make sure to reload after downing the Ganados. The truck no longer blocks the path, so start off toward

the village. Enter the nearby cabin on the right to locate a typewriter, some handgun ammo, and a number of wooden boxes. Smash the boxes with quick knife attacks by sharply wagging the Wii Remote, collect the items you find (including a green herb), and then use the typewriter to save your progress.



Before heading off down the trail, you can visit the ravine and look at the wreckage of the old truck and police car below. The bridge is out as well, so there's no turning back now.

Exit the cabin and pick off a pair of ravens on the trail ahead. One of the birds drops a valuable hand grenade, which soon



comes in handy. Afterward, inspect the gory signpost one of the ravens was perched atop; it warns that traps lie nearby. Then approach a nearby dog whose leg has been caught in a bear trap. Press **A** to free the poor animal, who quickly disappears into the woods. Search the small clearing to the right of the trail just beyond the bear trap to find a valuable red herb, then press **⊖** to open the subscreen. Combine the red herb with the green herb you found in the cabin to form a more potent healing blend.



Always try to save a green herb so you can combine it with the next red herb you find. Whenever possible, avoid using these potent herb blends until Leon is near death to ensure that he receives their maximum benefit.



The gruesome signpost is a warning: traps lie nearby. Keep an eye out for other signposts like this one and proceed with caution; you don't want to end up like that dog.



You can use tripwire traps against Leon's enemies. Instead of fighting the Ganado on the hill, turn and retreat, attempting to lure him into the tripwires. Just make sure you don't run into them yourself!



Freeing the ensnared dog pays off later in the adventure; the animal returns to help Leon combat a powerful foe.



Continue along the trail until you spot a collection of traps set among four trees, including two tripwires and a number of bear traps. You can shoot the tripwire charges affixed to the trees to detonate them safely, and you can also shoot the bear traps to set them off. Save your ammo however and simply slip past these devices by keeping close to the left embankment.



When bear traps lurk around, use \oplus to eye the ground and make sure Leon doesn't step into them.



A pitchfork-wielding Ganado awaits you on the hill just beyond the traps. Aim for a headshot, then kick him to the

ground and follow up with the knife. Continue along the trail afterward, locating a second cabin on the left. Enter the cabin and smash the wooden boxes inside to claim a green herb and some randomly determined items.

Exit the cabin and draw the attention of two more Ganados on the trail ahead. As soon as they cry out, perform a quick turn by pressing $\odot + \square$, then dash back into the cabin.

Quick turn again to face the cabin's doorway, then fire on the Ganados as they try to enter. Luring hostiles through doorways in this manner is a great way to protect Leon from being overwhelmed.



Continue heading toward town. A group of Ganados on a bank notice Leon and dash off, moving to alert others

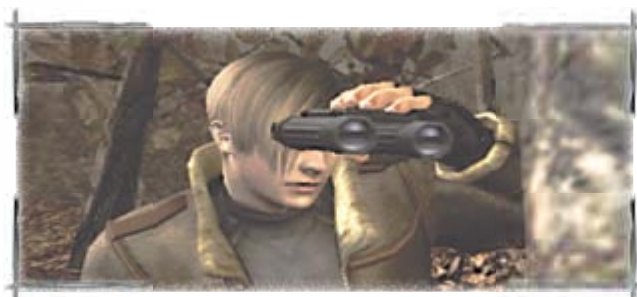
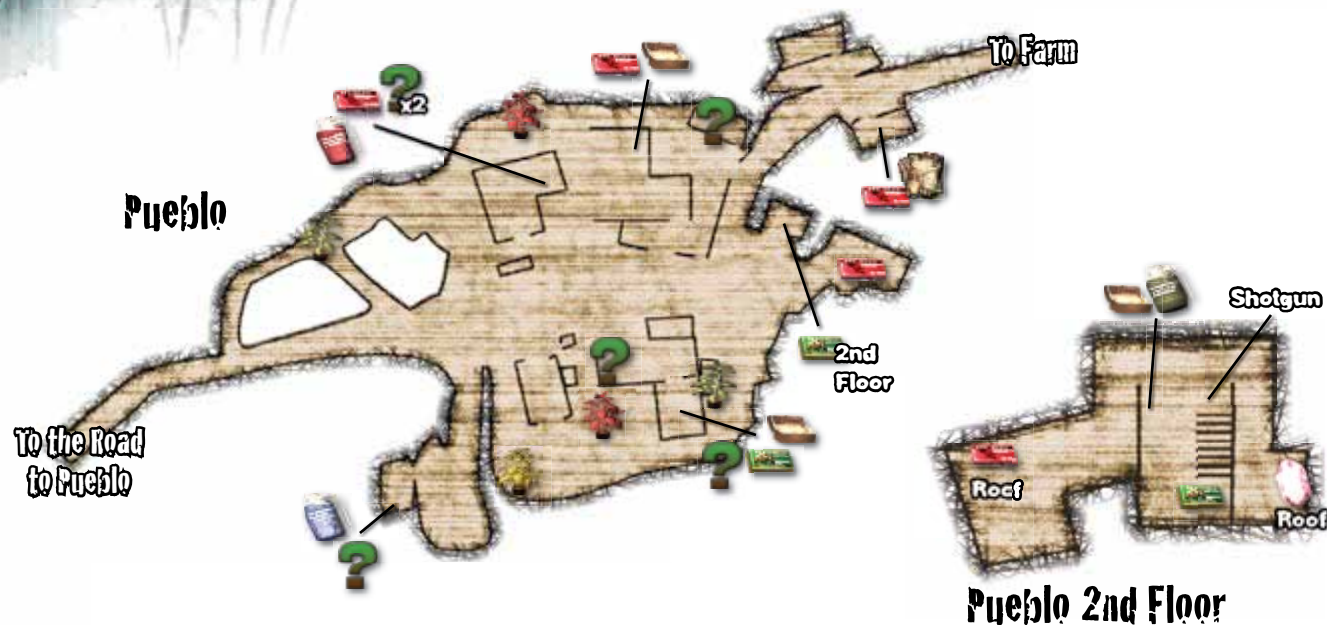
to the presence of an intruder. A third cabin stands to the left, but this one's guarded by a Ganado. Get the drop on the man by aiming through the cabin's window, shooting him once to draw him out, and then finishing him off with pinpoint accuracy. Collect items from the cabin, then head for the gate at the end of the trail. Open the gate to leave this area and enter Pueblo.



Sometimes the **open** action button hint appears in green type. This lets you know that opening the door will take you to a new area, setting a new continue point in the process.

Resident Evil

Wii edition



Entering Pueblo, Leon receives a transmission from Hunnigan. She asks how he's doing and sends a second playing manual file for you to peruse. Do so, then slowly walk along the trail until the **look** action button hint appears onscreen. Press **A** to duck behind a tree and examine the village ahead through binoculars.

Infiltrating the village with care helps you prepare for what will soon become a desperate struggle for survival. Begin by turning left past the tree Leon was hiding behind, following a side trail along the north edge of town. Slowly walk along the trail, keeping as far away from the villagers in the thoroughfare as possible. Collect a green herb from a woodpile, then continue sneaking along. Walk up to a wooden box on a crate near a female villager and quickly smash the box with a sharp wiggle of the Wii Remote to reveal a red herb. The noise attracts the woman's attention, who quickly rounds on Leon.



Press and hold **Z** to zoom in on the large bonfire in the town's center. One of the two police officers who escorted Leon to the village has been murdered by the locals, and his corpse is roasting in the flames. There's nothing you can do to save the poor man now, so press **C** to zoom back out. Do a bit of recon if you like, then press **B** to make Leon stash his binoculars once more.



The battle has begun. Immediately turn to Leon's right and sprint through the alley between two buildings, fleeing the woman and heading for the center of town. Speed is critical; if you hesitate, the woman has time to impale Leon with her pitchfork.

The Village

Welcome to Pueblo



After clearing the alley, turn left and hop over a low fence by pressing **A** when Leon gets close enough. Run straight for

the open front door of the two-story building close by on the left. Bolt into the building for safety; the villagers are coming.



Leon slams the door closed and peers outside through a window. Seeing the villagers swarming toward him—one armed with a frightening chainsaw—Leon quickly shoves a dresser in front of the door to block it. Undeterred, the villagers begin pounding on the house's door and windows, and they erect ladders so they can pour into the building from the second floor. Waste no time in running upstairs and collecting the shotgun you find mounted to the wall on the second floor. Then quickly turn left and shake the Wii Remote to smash open a glass cabinet, claiming a valuable hand grenade from within.

Turn to Leon's left and take aim at the window across the room near a soiled bed. Pelt the first villager you see climb



through the window with a single round from Leon's handgun to send the man tumbling back outside, then dash to the window and press **A** to knock down the ladder the Ganados have erected. You've bought yourself a few seconds, so turn toward the nearby bed and grab the shotgun shells. Equip the shotgun, then return to the window, this time pressing **A** to make a daring leap outside.

Leon lands in the thoroughfare, directly in front of Pueblo's southeast building. The mob is close

behind, so immediately dash toward the building's front door and press **A** twice in quick succession to make Leon kick the door rather than slowly opening it. If you're fast, you can enter the building before being harmed by the hostiles breathing down your neck.



Whatever you do, don't climb the giant ladder of Pueblo's tall northeast tower. Though this seems like a good place to hole up, the Ganados will surround the structure and begin hurling Molotov cocktails at you.



Cross the room and shake the Wii Remote to break the lock on the far door with one swift knife strike. Kick open the

sturdy metal door and bolt into the building's back room. This is a perfect spot to defend yourself from the onslaught of Ganados you must face. Smash open the wooden box on the table to acquire more shotgun shells, then back away from the door with your handgun drawn and fully loaded.



Let the Ganados come to you. When they kick open the door to the back room, pelt them with handgun fire,

aiming for their knees to bring them down. The chainsaw-wielding Ganado is by far the greatest threat; switch to the shotgun when he enters the room, blasting him backward along with any nearby Ganados. After knocking a group of hostiles to the ground, toss a hand grenade to inflict great damage to the chainsaw maniac and obliterate all Ganados in the outer room.

resident evil

Wii edition



The chainsaw-wielding Ganado can't saw through the metal door like he can wooden ones. This means the door won't be destroyed during the fight, and it will periodically close on the villagers, slowing their advance.

First Appearance: Chainsaw Ganado



Threat level



Ganados who wield chainsaws are forces to be reckoned with. It takes just one swipe of their lethal weapon to sever Leon's head clean off, and they always chase after him at full speed. They're extremely difficult to kill as well, so expect to spend a good deal of ammo on them. Shotguns are the ideal weapons to wield, as chainsaw maniacs are nearly impossible to repel with small-arms fire.



Continue kneecapping each Ganado that tries to enter the room, switching to the shotgun when they close in to blast them away. Use hand grenades as necessary; they greatly simplify matters. After you defeat the chainsaw maniac and approximately 10–15 Ganados, a bell tolls in the distance and the villagers suddenly disperse, abandoning Pueblo through a thick iron door marked with a strange symbol.

The village is secure...for now.

Reenter the southeast building after speaking with Hunnigan to collect any items that may have been dropped by the hostiles you dispatched. Don't miss the pile of gold bars left behind by the chainsaw Ganado; they're worth a hefty 10,000 pesetas. Afterward, begin thoroughly exploring the village, hunting for a wide variety of valuable items. Check this guide's map of Pueblo



for the locations of every one.

Another spinel lies atop the roof of Pueblo's northeast building. Use one of the Ganados' ladders to climb up



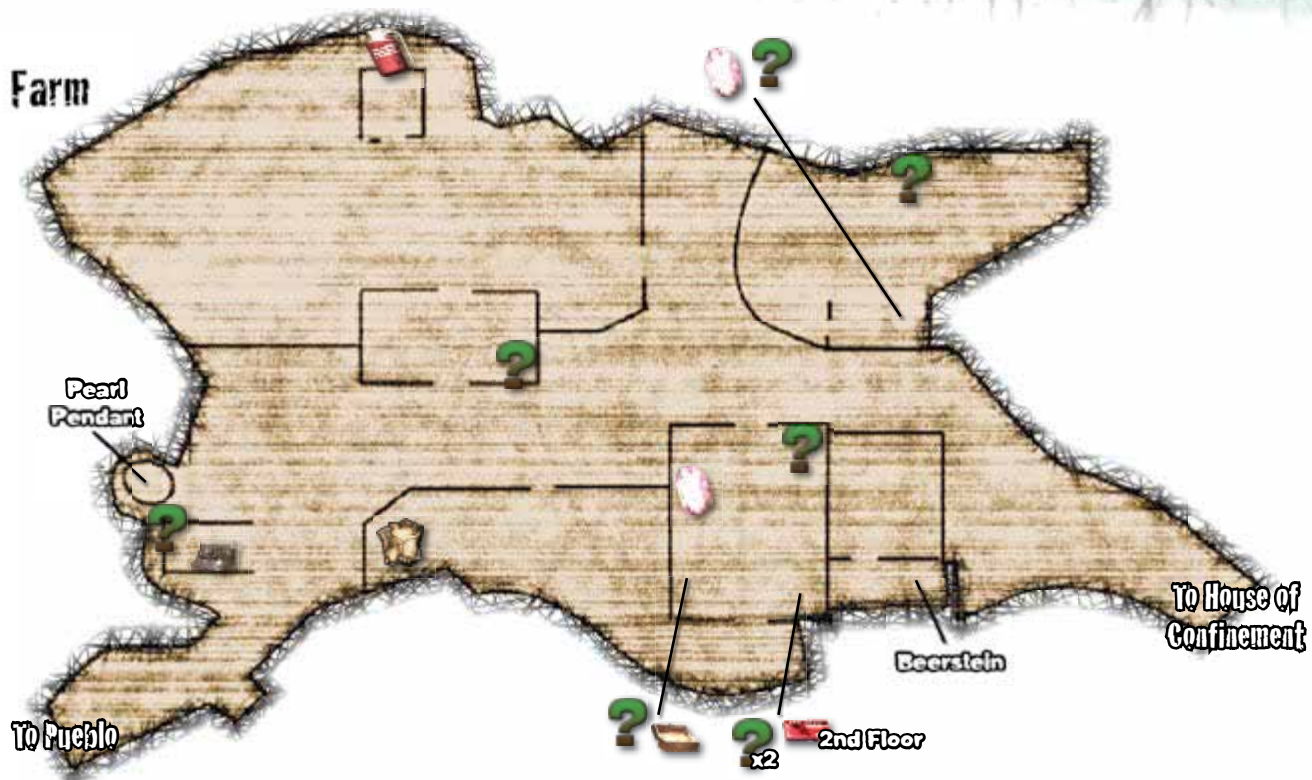
and reach it.

A southwest wooden box contains a rare yellow herb. Like red herbs, a yellow herb must be combined with a green herb before it can be used. Combine this item with a green herb, or a blend of green and red herbs. Either way, the new compound permanently increases Leon's maximum health by a small amount; the only difference lies in the amount of health recovered—partial health is gained as normal with just a green herb; full health is recovered with a green and red



After completely looting the village, head up the northeast trail. Enter the cabin on the

right to find some handgun ammo and an **alert order** document written by the village's chief, Bitores Mendez. The alert order warns the locals of Leon's presence and hints that a prisoner is being held in an old house beyond a farm. Continue up the trail and open the northeast gate to reach the farm area.



Upon entering the farm, move into the small shed that stands to the left just ahead. Smash the wooden barrel for a random prize,

and then save your progress at the typewriter inside the shed.



There aren't nearly as many Ganados milling about the farm as there were in the village proper, but there's no point in taking chances with them. Use the typewriter shed as a fallback station each time you attract a hostile's attention. The nearest Ganado is forking hay in the large barn; pelt him with a handgun bullet from range, then fall back into the shed for protection. Let each Ganado come to you, then use headshots, kicks, and the knife as often as possible to conserve ammo.



Chickens that cluck about the farm periodically lay eggs, which Leon can collect and use to recover health. White eggs restore a little health, brown eggs restore quite a lot, and rare gold eggs restore full health when consumed. Look for tall shafts of green light shining up from the ground near hens and hurry to collect eggs before they disappear.



The small manure shed to the north is another good place to hole up and defend.

resident evil

Wii edition



After securing and looting the west half of the farm, enter the large southern barn from the rear. Kill any hostiles inside the barn, then collect the many items hidden around. One or two Ganados are likely to be guarding the loft; equip the shotgun and climb the ladder, blasting these enemies the moment you reach the top. Finish them off with the knife afterward.



If you knock a Ganado off the loft, he'll try climbing up the ladder to reach you again. If no other threats are nearby, stand near the ladder with your knife at the ready, slashing the Ganado as he nears the top to send him tumbling back down.



Once you've drawn out every hostile and secured the area, begin hunting for treasure. Claim the Pearl Pendant from above the well by first shooting the wooden beam that supports the well's lid. With the well covered up, shoot the Pearl Pendant to make it fall, then collect it. If you shoot the treasure first, it falls into the well water and loses most of its value.



You've found a Pearl Pendant. This treasure can be sold for profit later in the adventure.



The farm contains another valuable treasure, the Beerstein. To get it, climb up to the southern barn's loft, then jump through the open window. Turn right and drop off the southernmost end of the outdoor balcony to reach an otherwise-inaccessible area. Smash a nearby wooden box to reveal the treasure; collect it, then push a nearby shelf out of the way to escape confinement.



You've found a Beerstein. You can combine this treasure with others to increase its overall value; avoid selling it by itself.



There are two spinels in the farm area. Check this guide's map for their locations and be sure to nab these valuable gems.

Blue Medallions



A blue document has been pinned to a tree near the typewriter shed. Take the document and read it to learn

that 15 blue medallions have been hung about the farm and cemetery areas of the village. Seven of these medallions are here in the farm; their locations are now marked on your in-game map as blue dots. Press ① to bring up the map and see where they're hidden, then seek them out, shooting each one with the handgun. Destroy all seven medallions before moving on; it costs a bit of ammo, but the prize you're working toward is worthwhile.



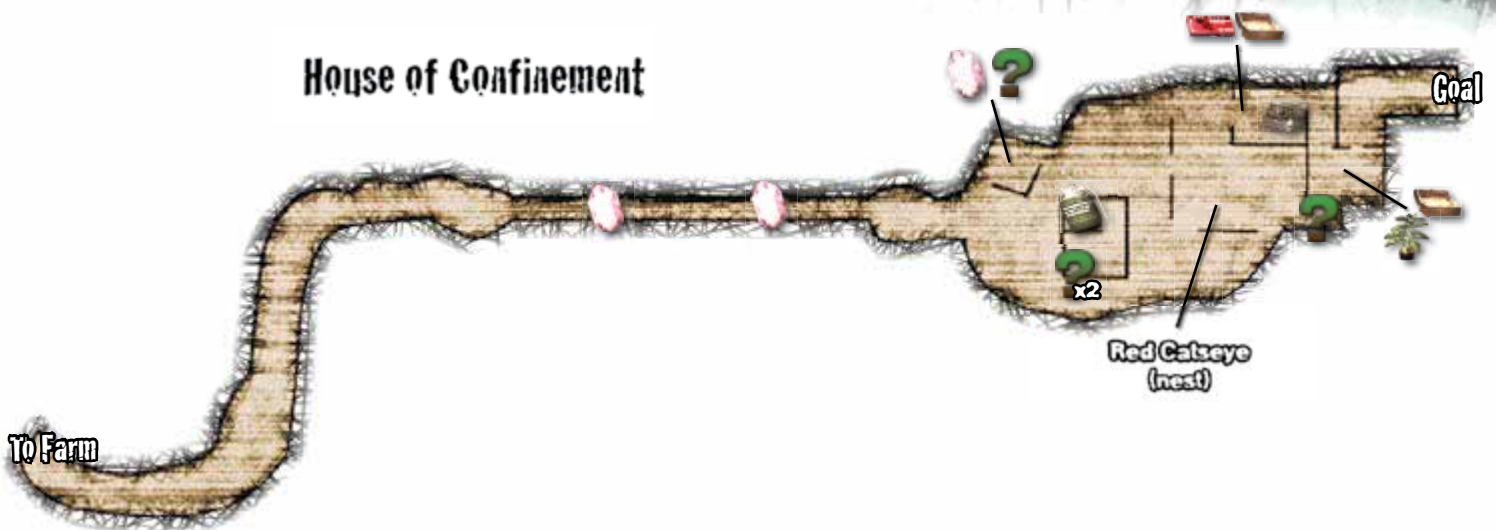
When you've finished looting the farm, check that Leon's health is in the green and that his weapons are fully loaded. Consider saving your progress at the typewriter in the west shed once more, then head east and proceed through the farm's southeast gate to reach the next area.



The Village

Welcome to Pueblo

House of Confinement

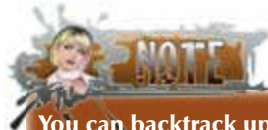


Another gory signpost warns you of danger the moment you enter this area. Continue along the trail until a group of

Ganados shove a giant boulder down behind you. During this sequence, you must wave the Wii Remote back and forth as fast as you can to make Leon outrun the boulder, then press (A)+(B) at the bottom of the trail to avoid being crushed to death. You have only a split-second to press (A)+(B), so be ready at a moment's notice.



You've found two more spinels. That's quite a collection you've got going there.



You can backtrack up the trail if you like and fire on the Ganados on a high bridge, who were responsible for unleashing the boulder that nearly crushed you like a grape. You can also take out your aggression against the bats in the cave, but don't waste ammo on them because they don't drop any items. Hack them up with Leon's knife instead.



Unlike past versions of the game, the only dodge buttons you need to worry about in this sequence are (A)+(B). Other scenarios keep you guessing by asking you to either wiggle the Wii Remote or press (A)+(B) to avoid disaster, but not this one.

After dodging the boulder, notice two twinkling lights at the roof of the dark tunnel ahead. Shoot each one with the handgun to make two spinels fall to the ground. Collect these treasures without fear of the harmless bats in the cave.



Beyond the tunnel, Leon finds himself in a very dangerous area filled with bear traps and Ganados armed with explosives. From range, use the handgun to pelt the lone TNT Ganado standing outside the ruined house directly ahead. Keep great distance so you can defeat this enemy without alerting the others in the ramshackle building.

resident evil

Wii edition

First Appearance: TNT Ganado



Villagers armed with dynamite should be treated with due respect. One well-thrown stick is enough to kill Leon even when he's near full health, so always make TNT Ganados your primary targets. Shoot the lit sticks out of their hands or shortly after they've thrown them for fast kills; otherwise, simply focus on keeping them stunned and unable to throw their explosives Leon's way.



After dropping the first TNT Ganado, reload your firearm and then switch to the shotgun. Two more TNT Ganados are stationed in the dilapidated building directly ahead, and they'll start tossing sticks of dynamite at you the moment you move forward. Tactics for dealing with this scenario vary; some prefer to try to pick off the Ganados from range. This is a safe approach, but it usually costs a fair amount of ammo; try rushing them instead. Run directly toward the building, turning right the moment you reach the structure. Run south along the house's outside wall, keeping as close to the building as possible to avoid stepping in the bear traps on the ground near the house.



Turn left and kitty-corner around the building to reach a large window on its east side, then unleash the shotgun on

the Ganados inside. One blast from this vantage is usually all it takes to detonate one of the TNT Ganado's explosives, obliterating all those within the structure. When all is clear, jump through the window and collect items from inside the house, then move to its northern room.

Another TNT Ganado stands in the grass north of the ruined house. Use the handgun to drop this enemy from the safety of the house, firing through the hole in the door that's been nailed shut. The area is free of TNT Ganados once you bring down this last hostile. Now it's time for a bit of treasure hunting.



Exit the ruined building through the window and carefully approach the nearby shed, which features a tripwire and bear trap. Shoot the bear trap to set it off, then enter the shed from the east, being extremely careful not to touch the tripwire within. (Spend a handgun bullet to destroy the tripwire from range if you feel it necessary.) Smash the wooden boxes in the shed for a random item and a spinel.



Nice one; you've found another spinel.



NOTE
Don't worry about the spiders crawling about in the shed; they won't hurt you or set off the tripwire.

The Village

Welcome to Pueblo



Another treasure is well-hidden near the large house to the east. Aim upward with the handgun and spy a bird's nest

in a tall tree. Shoot the bird's nest to cause a Red Catseye to fall to the ground where it can be collected. Refer to our map to make sure you haven't missed any other items in the area, then head into the east house.



You've found a Red Catseye. Combine this treasure with the Beerstein to increase the overall value of both pieces. Avoid selling either piece by itself.



Collect the handgun ammo and pesetas inside the house's first room, then save your progress on the typewriter. The short hallway that follows features a tripwire that cannot be avoided. Press Leon's back against the north wall and shoot one of the explosive charges to detonate the trap from a safe distance. Do the same for the tripwire in the next room so you can claim the pesetas and green herb from within.

Push a shelf aside to reveal another room. Enter and approach the large armoire at the end of the room.

Something is bumping around inside it. Press **A** to open the armoire, releasing a bound and gagged man from captivity.



Realizing the man is no threat, Leon quickly removes his gag and unties him. Before the two can become acquainted, the village chief pays them a visit—a monster of a man named Bitores Mendez. Leon's courageous attempt at rushing the man ends up being a mistake; his attack is effortlessly countered, and Agent Kennedy is swiftly knocked unconscious.





resident evil
Wii edition

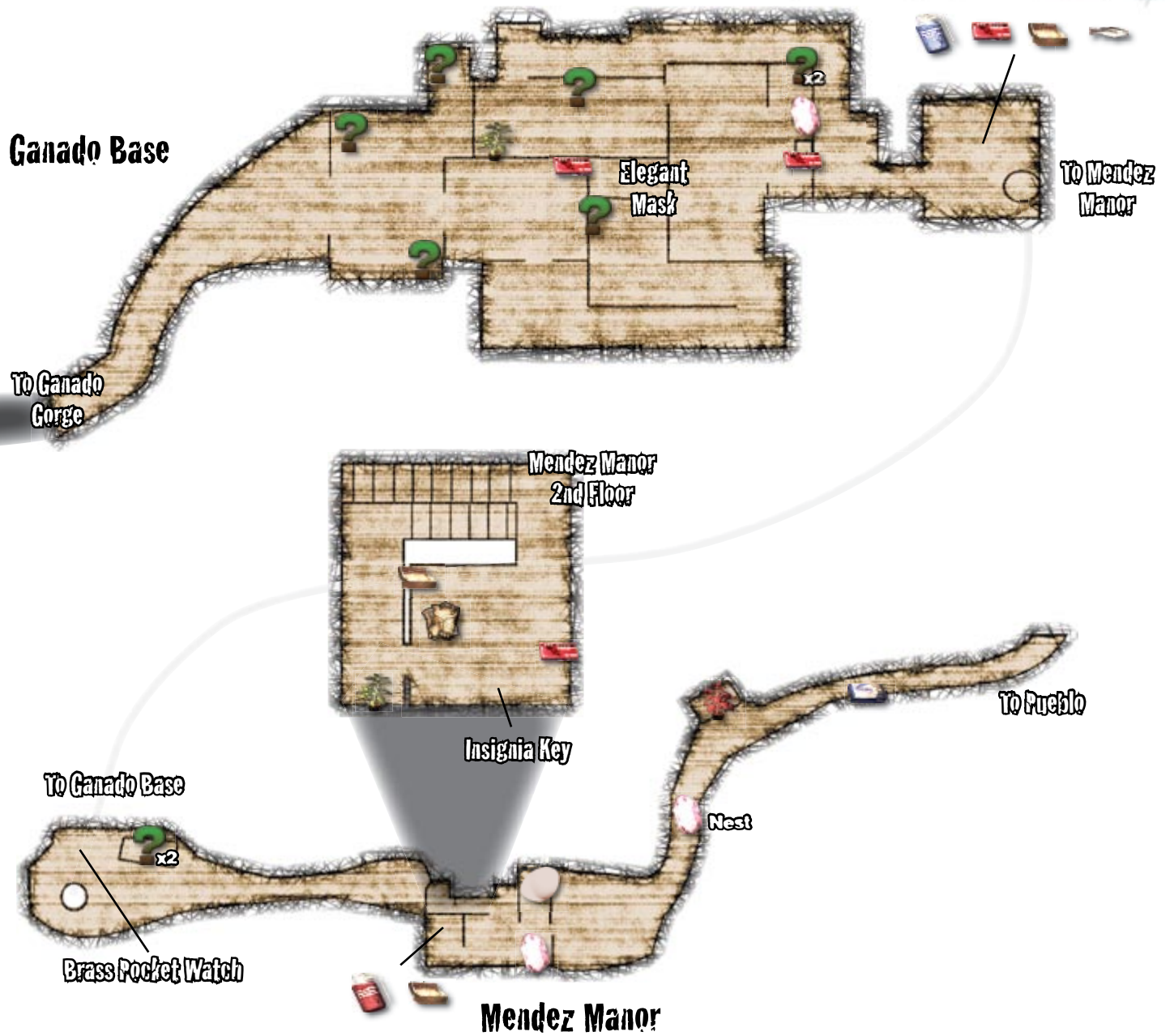
Chapter 1-2: Causing a Stir

After encountering Luis Sera and the fearsome village chief, Leon continues his search for Ashley Graham. He winds up at the village chief's own house, where he has another chilling run-in with the man.



The Village

Causing a Stir



Bonus Time	First Aid Spray	Hand Grenade	Plaga Sample	Snake
Bowgun Bolts	Fish (Black Bass)	Handgun Ammo	Random	Spinel
Brown Chicken Egg	Flash Grenade	Incendiary Grenade	Red Herb	Time Extension
Chicken Egg	Gold Bars	Magnum Ammo	Rifle Ammo	TMP Ammo
Document	Gold Chicken Egg	Merchant	Save Point	Velvet Blue
Emerald	Green Herb	Peseta Box	Shotgun Ammo	Yellow Herb



Injected with some nefarious substance by a strange man while unconscious, Leon slowly awakens and finds himself inside a small, unfamiliar room. He's bound to the man he rescued shortly before being knocked out. The two allies finally have a chance to become acquainted with one another. The dark-haired man introduces himself as Luis Sera, and he seems to know something about Ashley. However, before he can reveal much of what he knows, the two are suddenly ambushed by a Ganado wielding a giant axe. Press (A)+(B) when prompted to make a last-minute escape; the Ganado's axe then cleaves through the handcuffs that bound Leon and Luis, freeing the men from one another.



Ganado Gorge Merchant

This is the first time Leon encounters the traveling merchant. Feel free to sell all of your treasures except your Beerstein and Red Catseye, as these items can be combined with two additional treasures to form a very valuable piece. Cash in your other valuables and then buy the medium-size attaché case for some extra storage capacity. Buy the rifle as well. The rifle's scope and the TMP are both completely optional; don't buy them unless you feel you must, saving room in your attaché case for extra ammo, grenades, and restoratives, and saving pesetas for future purchases.

New Items		New Upgrades		
Item	Cost	Weapon	Upgrade	Cost
Attaché Case M	24,000	Handgun	Firepower Lv.2	7,000
First Aid Spray	5,000	Handgun	Firing Speed Lv.2	5,000
Handgun	8,000	Handgun	Reload Speed Lv.2	4,000
Rifle	12,000	Handgun	Capacity Lv.2	4,000
Rocket Launcher	30,000	Rifle	Firepower Lv.2	10,000
Scope (Rifle)	7,000	Rifle	Reload Speed Lv.2	8,000
Shotgun	20,000	Rifle	Capacity Lv.2	6,000
TMP	10,000	Shotgun	Firepower Lv.2	15,000
Treasure Map (Village)	3,000	Shotgun	Reload Speed Lv.2	7,000
		Shotgun	Capacity Lv.2	8,000



Luis departs shortly after Leon takes care of the Ganado axe man. Collect the handgun ammo from the room and then

head down the hall. A strange-looking individual sees Leon through a window; he tells Leon to meet him outside. Pick up the nearby box of rifle ammo, save your progress at the typewriter inside the building, then head outside to meet the man.

The man is a traveling merchant with many goods to offer. He tells Leon of blue medallions hidden about the farm and cemetery, saying he'll reward him with a special weapon if Leon destroys 10 medallions or more. You've only blasted seven so far, but you'll complete the merchant's side quest soon enough.



When you've finished bartering with the merchant, collect the items around the building, and then examine the northeast wall,

which separates these grounds from the gorge to the north. Peer through two large cracks in the wall to see a host of Ganados patrolling the gorge's bridges, pathways, and watchtowers. Use the rifle to take out as many of these hostiles as possible from behind the wall. Use the rifle's scope to zoom in on each remote Ganado, blowing their heads off for instant kills.



Scan the gorge thoroughly to make sure no Ganados have survived your long-range assault, then equip the

handgun and proceed through the gate to reach the gorge. (You may want to save your game at the typewriter first.) Quickly turn right and open fire on the Ganado standing guard near the gate; you couldn't have killed him from your previous sniper position, so take him out with a fast headshot followed by a kick and some knife work instead.

Resident Evil

Wii edition



The moment you pass through the gate, Ganado reinforcements start to pour in from the north. Several TNT Ganados are among the crowds, so use extreme caution. It's usually best to remain on the ledge near the gate, firing down at the hostiles as they try to climb the steps to reach you. Use the shotgun to blast away nearby enemies and switch to the handgun to pepper distant foes. Make each TNT Ganado your top priority.



Shoot Ganados as they cross the narrows for a chance at knocking them into the abyss.

Remain on the ledge until the Ganados cease their assault, periodically darting out to collect items they've dropped



between each wave. When the onslaught finally subsides, ready the shotgun and carefully move toward the nearby building. Be prepared to blast any sudden threats that emerge as you enter the building, and claim the shotgun shells from within the first room. Enter the next room with your handgun drawn and open fire on the two Ganados inside, using accurate shots to conserve ammo and keep them stunned. Another Ganado is hidden behind the far crates; secure the room and then search it for items.



The few red barrels in the gorge are volatile and will explode when struck by wayward fire. Keep away from these objects, and whatever you do, don't slash at them with the knife!



Collect items within the storeroom, then climb the ladder to reach the roof. Quickly turn around and aim at a hatchet-

hurling Ganado on the roof's far side. Kill the man, then open a nearby chest afterward to obtain your very first key item, the **Emblem (Right Half)**. Jump down from the roof afterward and run north up the hill, heading for a nearby shed.



The storage building's roof is a good place to sit and scan the area for any Ganado watchmen you may have missed with the rifle earlier.

The moment you near the shed, waves of Ganados begin storming up the hill in pursuit. Don't turn to face them; run



ahead and climb the shed's ladder to reach its roof. Or climb the ladder opposite the shed to reach a small landing. Either way, you're better able to deal with the swarming hostiles from on high; simply stand near the top of the ladder, hold **Ⓢ** to ready Leon's knife, then swing repeatedly, slicing into each Ganado who climbs the ladder and knocking him to the ground. Hatchet-hurlers are your only true concerns, but don't worry; your rapid knife strikes have a good chance to repel inbound projectiles as well.



Each of Leon's weapons can be used to deflect projectiles. The shotgun's wide blast radius makes it the ideal tool for the job.

The Village

Causing a Stir



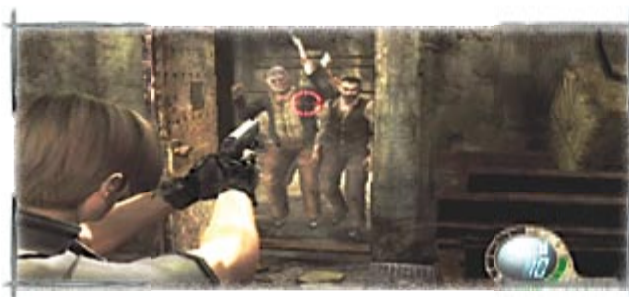
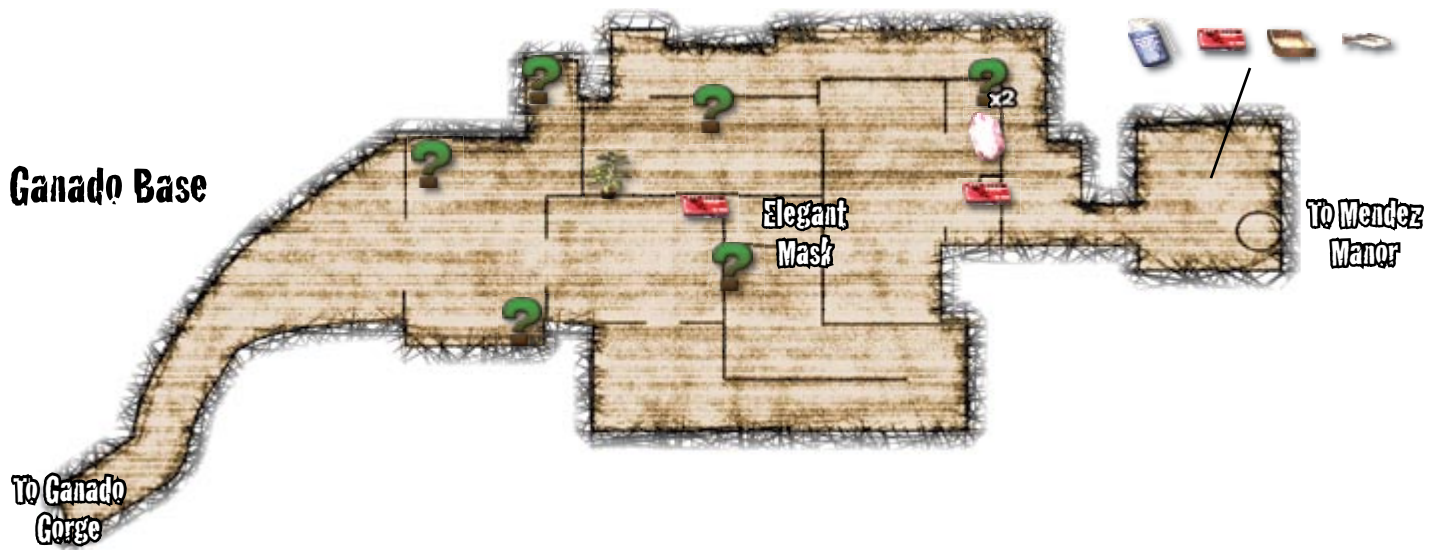
When the hostiles finally stop coming, drop to the ground and backtrack down the hill, then turn left and

cross a bridge to reach a steep trail. Ascend the trail to reach a cliff, where the **Emblem (Left Half)** is inside a second small chest. Grab this important item, smash the nearby wooden barrels for prizes, then backtrack down the trail again. (Or simply drop down the wooden platforms.)



You've already secured the area; now you've got what you need to continue onward. Make a final sweep of the gorge, leaving

no item behind—especially the yellow herb hidden inside the northern shed. When you're ready to move on, approach and examine the north gate. Leon finds the gate locked, and the **Keys/Treasures** portion of the subscreen comes up automatically. Combine the two emblem halves to form the **Hexagonal Emblem**, then use the item to open the gate and escape the gorge.



Beyond the gorge, a short trail leads to a fortified structure that's crawling with hostile villagers. Smash three barrels in the outer grounds and then enter the stronghold. No enemies are present in the first room; destroy another barrel and notice a shiny gold mask in a small room you can't seem to reach. Ignore the mask for now and slowly open the room's metal door, beyond which lies a group of hostiles. Pop the closest one with your handgun, then back up and use the iron door to your advantage as you strategically dispatch the Ganados with handgun fire.

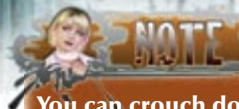


Head through the door after the conflict; with the Ganados dead, the area beyond is now secure. Head down the

corridor that follows, smashing a barrel for a random treat. Notice two windows on the wall opposite the barrel; Leon can jump through either one to reach the next room, which is heavily defended by numerous bear traps and entrenched TNT Ganados. Leap through the window on the right to land as far away from the hostiles as possible, well out of range of their sticks of dynamite. Keep away and pelt each adversary with long-range gunfire, perhaps switching to the shotgun to unleash a blast or two and potentially detonate their explosives.

Resident Evil

Wii edition



You can crouch down behind the metal crate ahead by moving close and pressing **(A)**. While this provides you with some cover, it also places you closer to your foes. Keep your back against the far wall instead.



When the smoke clears, carefully cross the room, heading toward the Ganados' former position. Use **(+)** to look

at the ground and avoid stepping into the many bear traps on the floor. Don't vault over any objects or you risk landing in a trap; instead, simply walk to the far side of the room, collecting items and triggering bear traps with the handgun as needed.



A spinel lies inside one of the room's furnaces. Don't miss it!



You're through the worst of it now. The next room has no hostiles and holds two valuable items. First, notice a window that's been boarded up. Smash the wooden boards with Leon's knife, then jump through to collect the Elegant Mask you noticed earlier. Jump back through the window and continue onward, smashing another wooden barrel for a green herb.



You've found an Elegant Mask. This treasure can be combined with others to increase its overall value, so don't sell it just yet.

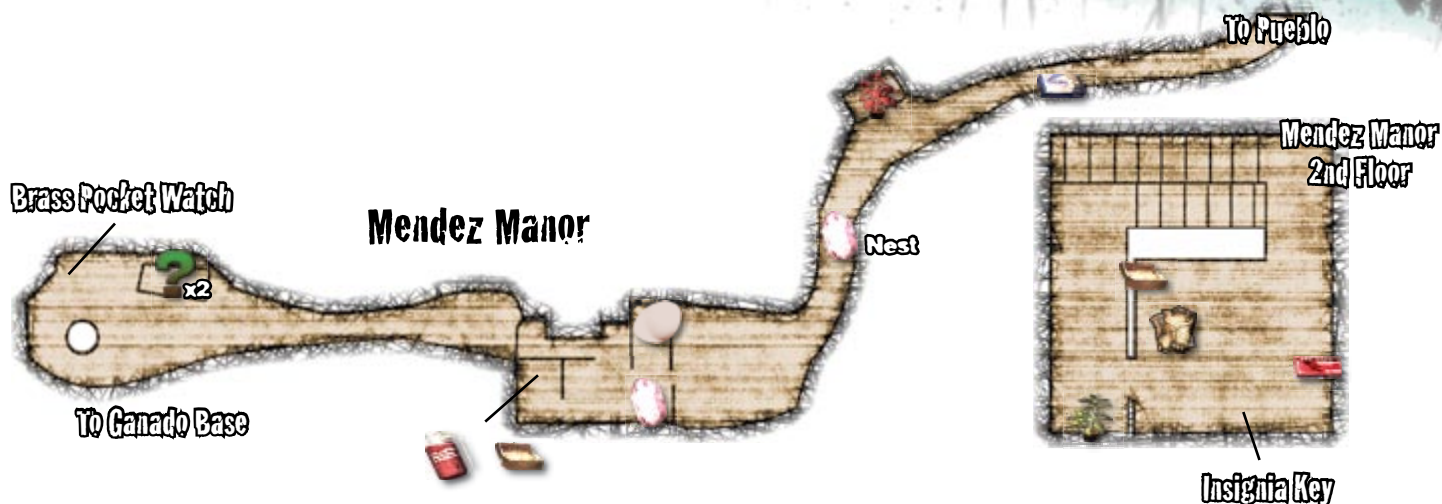


Proceed through a door and then navigate a few corridors until you come to a dank basement chamber. One final Ganado awaits you here; dispatch him with a single bullet, a kick, and then the knife. Then drop down to the water below and collect a variety of useful items. If you like, shake the Wii Remote to stab at the bass that swim about down here; two hits kills each one, causing the fish to float to the surface, where Leon may collect and eat them to restore his health. When you've finished fishing, climb up the ladder and then scale another one nearby to reach the next area.



The Village

Causing a Stir



The ladder leads up a well and to the surface. Three ravens sit on the trail just ahead; stand back and shoot the closest one from range to avoid scaring the others, then detonate the charges of the tripwire that's stretched across the trees ahead to kill the other two. Collect whatever items they drop, being careful not to step into the bear traps on the trail between the trees.



Turn around and locate another well next to the one you just climbed up. Another treasure hangs above this

second well. Close the well's lid just as you did the one at the farm: shoot the support beam. Then shoot the treasure itself to bring it down safely. Collect the item, which happens to be a Brass Pocket Watch.



You've found a Brass Pocket Watch. Sell this worthy treasure to the merchant on your next encounter.



Enter the nearby cabin to claim some more items, then proceed up the trail, carefully avoiding the bear traps you

noticed earlier between the trees. Enter the large house ahead and notice a rotating crystal ball embedded in an ornate door. Unlock the door by rotating the crystal ball once upward and then once to the right. Then proceed into the room beyond.



The door leads to a well-kept bedroom. Collect items from the room, including an important **Insignia Key**.

Read the **Chief's Note** on the bed as well, which shockingly conveys Mendez's private fear that his mysterious lord's plans may already lie in ruins. After looting the room, proceed through the next door to reach a hallway.

Entering the hall, Leon hears muffled voices coming from somewhere nearby. Before he can make



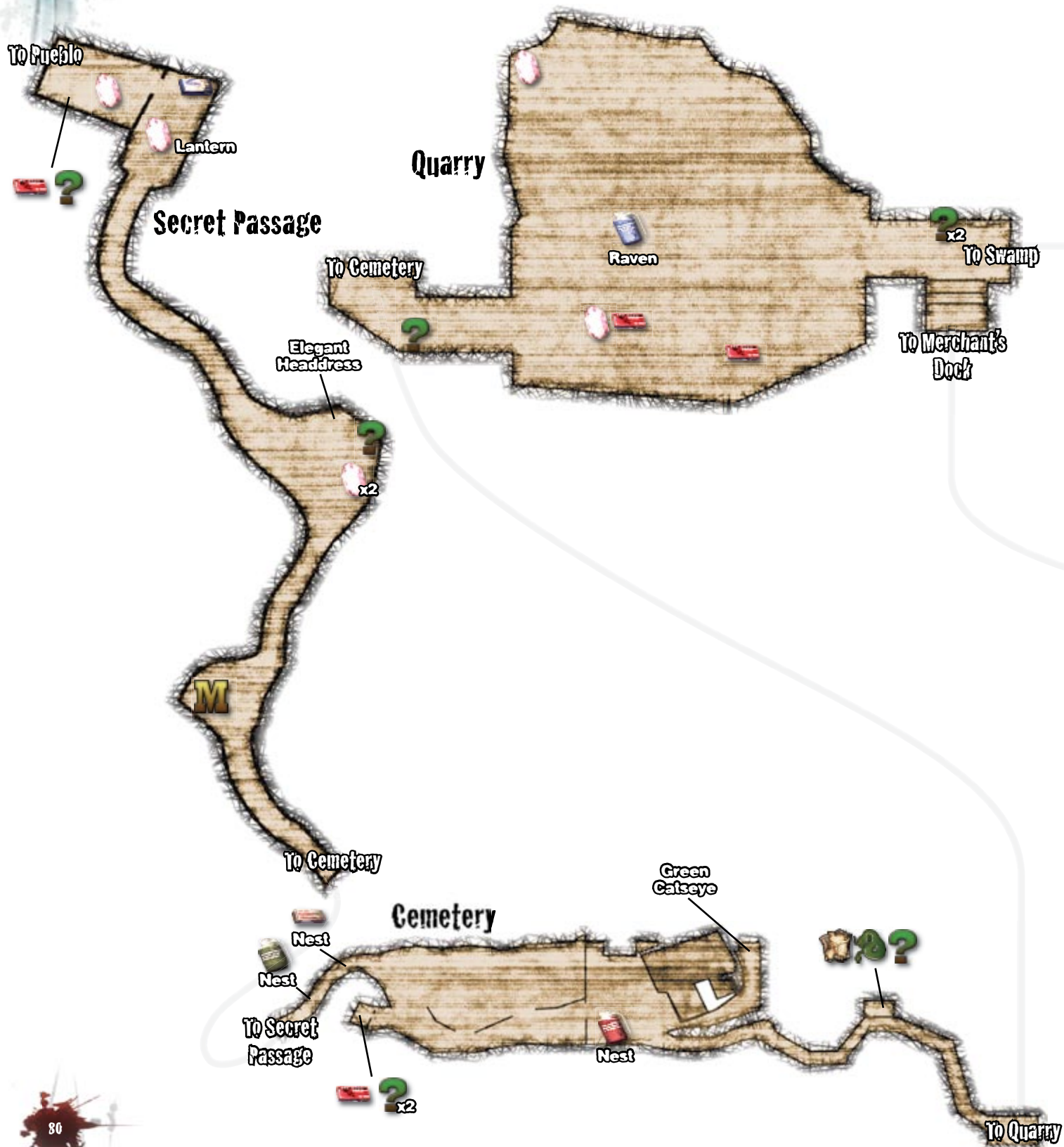
out what's being said, the village chief suddenly appears and snatches Leon in his iron grip. Holding him three feet in the air, the man looks deeply into Leon's eyes and realizes that his quarry carries the same blood as he. Tossing Leon to the ground, Mendez issues him a final warning, then retires to his bedroom.

Resident Evil

Wii edition

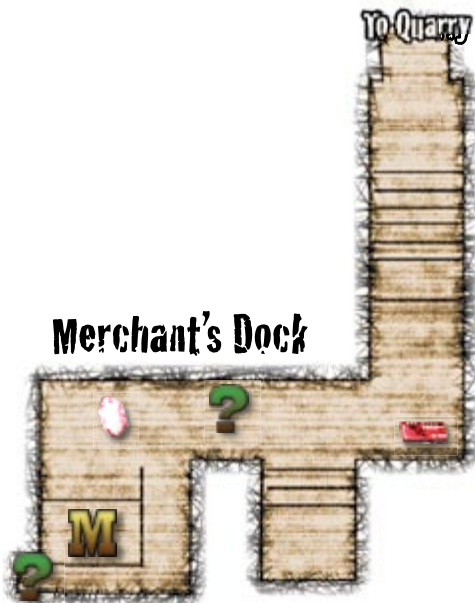
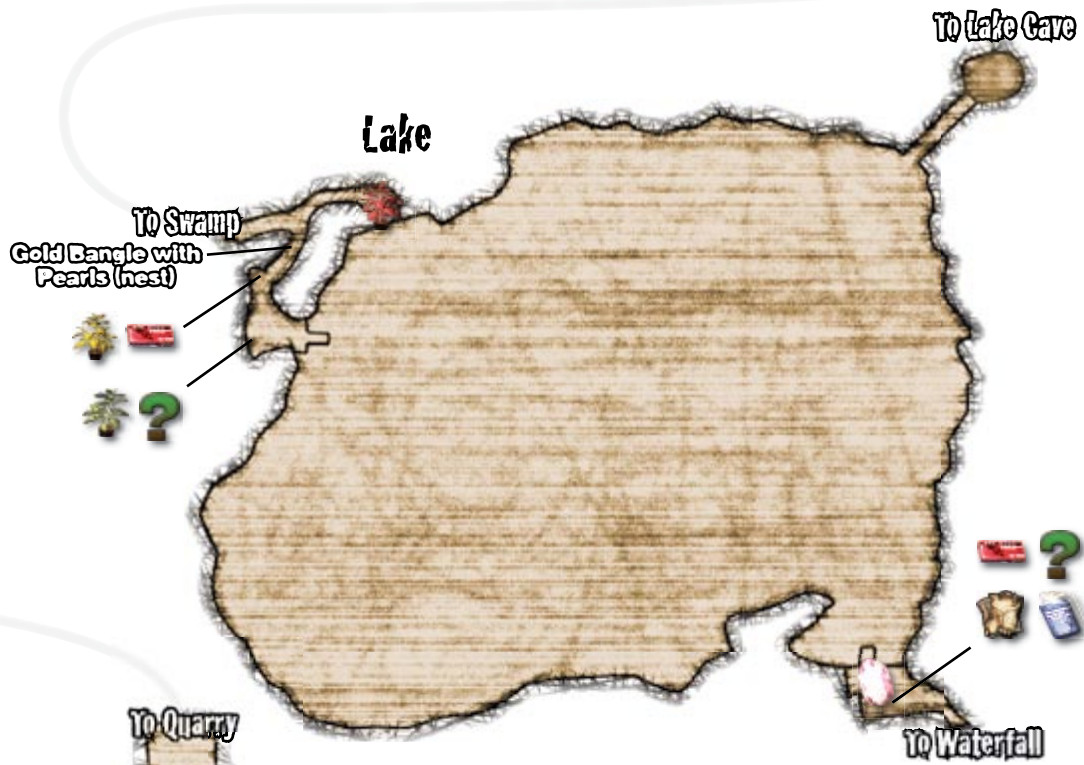
Chapter 1-3: Unholy Ground

Ashley is believed to be held captive inside an old church at the outskirts of town, but the chapel's front door is sealed tight. Leon must explore a nearby lake to find a way inside.



The Village

Unholy Ground



	Document		Red Herb
	Flash Grenade		Rifle Ammo
	Green Herb		Save Point
	Hand Grenade		Shotgun Ammo
	Handgun Ammo		Snake
	Incendiary Grenade		Spinel
	Merchant		TMP Ammo
	Random		Yellow Herb

Resident Evil

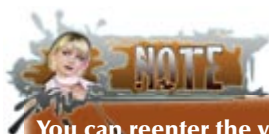
Wii edition

Mendez Manor



Collect the green herb from the cabinet at the end of the hall, then head downstairs and begin searching the first floor for

items, including an incendiary grenade and a brown chicken egg in the kitchen. A Ganado is hidden in the bathroom under the stairs; you only have to fight him if you open the door. If you decide to do so, kick the door, then back up and let the man come to you.



NOTE
You can reenter the village chief's bedroom for a bonus encounter with the man. Leon is saved from this encounter at the last second by a familiar-looking woman in a red dress.



Once you've cleared out the chief's house, save your progress at the typewriter and then head outside through the front door. A chainsaw-wielding Ganado awaits you in the field just outside Mendez's house, backed by several other villagers. As soon as you hear his chainsaw rev up, turn and run back into the house. Turn right as soon as you enter and run into the kitchen, then turn around, draw the shotgun and wait for the chainsaw maniac to burst through the door. Blast him with the shotgun the moment he draws near, switching to the handgun to pelt him while he's down, along with any Ganados that follow him into the house. Stand your ground in the kitchen until all is clear.



The chainsaw maniac drops a Ruby once he's killed. This large jewel can't be combined with other treasures, so sell it to the merchant on your next encounter.



Exit the house once more and proceed down the trail. Spy a bird's nest in a tree and shoot it for a spinel.

A Ganado lurks

about the trail near the bird's nest; take him out, along with the female villager hidden inside the cabin on the left. Claim items from within the cabin, then continue along the path to encounter a large group of hostiles. Turn around and retreat to the cabin, forcing the villagers to funnel through its doorway in pursuit. After eliminating the hostiles, exit the cabin and look for another bird's nest farther along the trail. Shoot it down for some TMP ammo. Unbar the gate at the end of the trail afterward and pass through to return to Pueblo.



Good eye; you've found another spinel.

Pueblo Revisited

There are no new items to collect in town, but there are plenty of angry Ganados. You've entered through the south gate

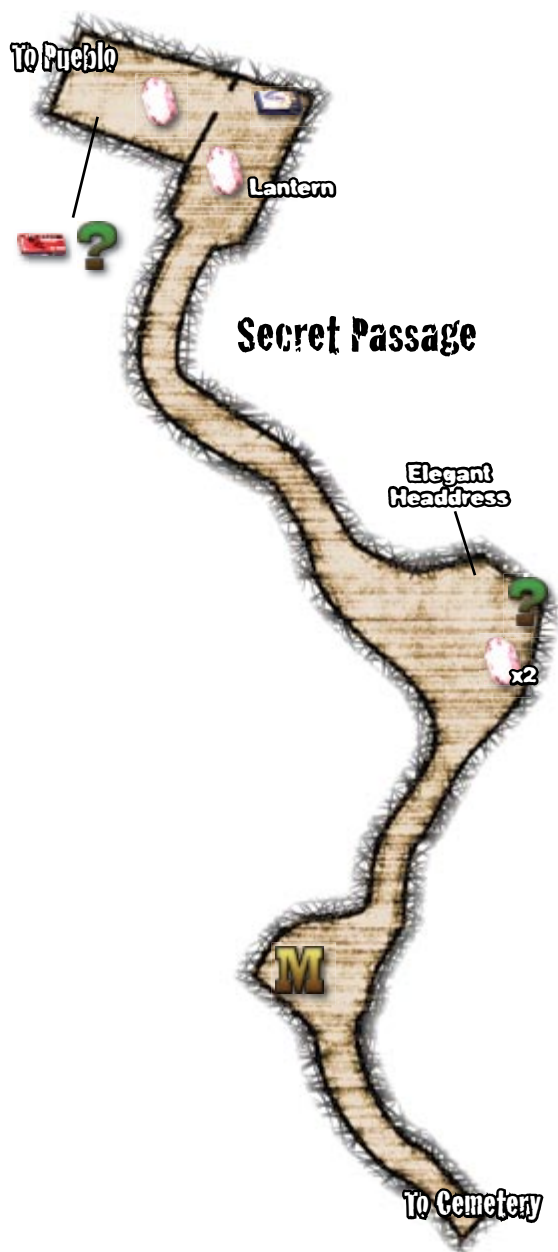


and must now get to the east building, whose iron door is marked with a strange symbol. Unfortunately, the villagers notice you the moment you enter the village, so there's no chance of sneaking past them. If you feel like making a stand, hole up in the nearby cabin on the left and let the mob come to you.

There's no need to kill all the villagers, however. If you'd rather just get going, equip the shotgun or a flash grenade,



then use these weapons to keep the mob stunned as you dash through town. Dodge the throng and sprint toward the east building's iron door, using the Insignia Key you collected from within the chief's house to unlock the door and hurry through.



You've added yet another spinel to your collection.



Proceed through the narrow passage until you come to a wide chamber with another hanging lantern. Shoot this lantern as well to dim the light, revealing three sparkling objects on the ceiling. Shoot each one to collect two more spinels and an Elegant Headdress. Smash a wooden box in an alcove and then continue along the passage until you meet the traveling merchant, who offers new upgrades for the TMP. Speak with the man and then proceed up the nearby ladder.



You've found two spinels and an Elegant Headdress. None of these can be combined with other treasures, so feel free to unload them on the nearby merchant.

Secret Passage Merchant

Though he doesn't offer it just yet, the traveling merchant will give you the Punisher handgun for free once you destroy three more blue medallions in the upcoming cemetery area. If you haven't bought the TMP, there's little the merchant can offer you at this time; simply sell any unnecessary items to free up space in the attaché case before moving on.

New Items

Item	Cost
Punisher	0/20,000
Stock (TMP)	4,000

New Upgrades

Weapon	Upgrade	Cost
TMP	Firepower Lv.2	7,000
TMP	Reload Speed Lv.2	5,000
TMP	Capacity Lv.2	7,000

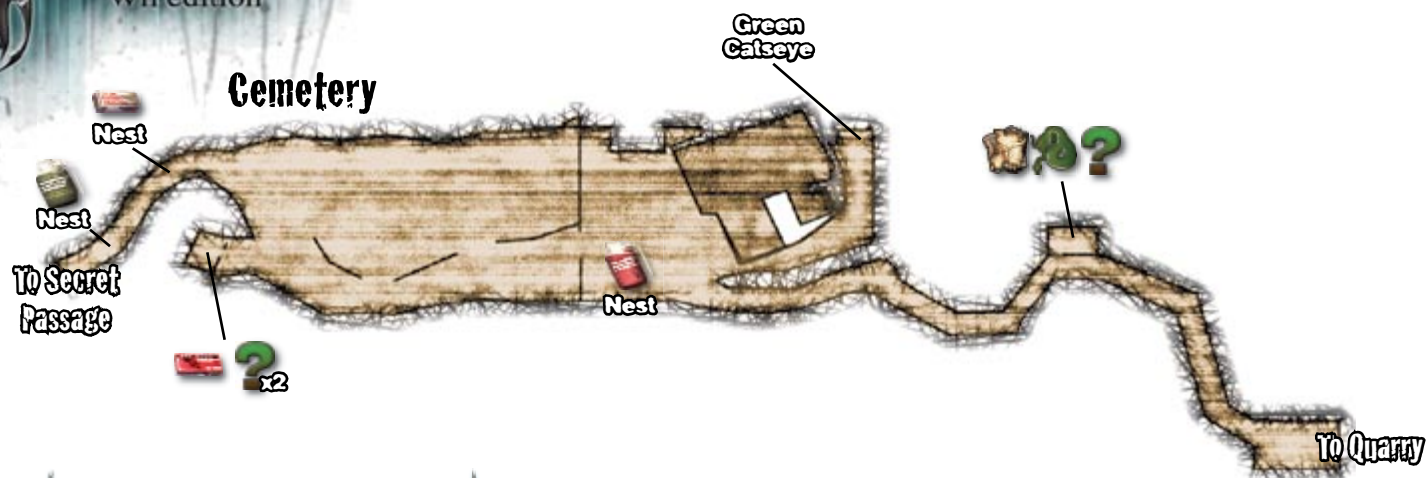


The strange door leads to a small, secure building. Collect the few items in the entry room, then record your progress

at the typewriter. Enter the back room afterward and aim at the lantern that hangs from the ceiling. Keep as far back as possible, then shoot the lantern to bring it crashing down in a burst of flame. Collect the spinel that's left behind, then open the hatch and jump down to a secret passage.

Resident Evil

Wii edition



The ladder from the secret passage leads up to the surface. Walking up the trail, Leon notices a church on a hill beyond the cemetery ahead.

Pick off three ravens milling near the cemetery's closest gravestone for items. This may draw the attention of the few Ganados patrolling the lower portion of the graveyard, so be prepared to fight.



After dealing with the ravens and nearby Ganados, turn around and locate two bird's nests in the trees above the path you took from the secret passage. Shoot down both nests for a hand grenade and some rifle ammo. Return to the cemetery and check the cabin at the base of the hill for items, then continue up the path, moving uphill toward the church.

More villagers guard the church at the top of the hill, one of whom is armed with sticks of dynamite. Immediately

turn and run back down the hill, taking up position within the cabin you've just looted. Fire at the pursuing hostiles, and don't let the TNT Ganado get close enough to blow you up.



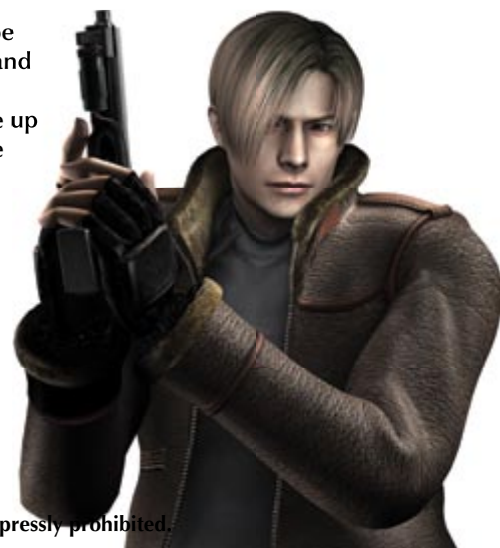
Blast another bird's nest in the tree near the church for a free incendiary grenade.



Don't shoot the church bell because doing so causes several more hostiles to enter the area!



After securing the cemetery, inspect the headstones along the hill. Three of them are much larger than the rest and feature unique symbols in the shape of the letters S, M, and V. Remember these symbols, then move up the hill and take the small path leading to the rear of the church.



Earning the Punisher

Now that the cemetery is secure, you're free to move about and hunt for more blue medallions. Their precise locations are shown on your in-game map; shoot three medallions near the bottom of the hill to bring your total to 10, which is enough to earn your prize. Visit the secret passage merchant once again to claim your reward: the Punisher handgun. Sell Leon's standard handgun and use the Punisher from now on, as each bullet it fires can punch through two enemies in a row.



Now approach the church's front door. Leon finds it locked and notices a strange indentation on the door; something must fit inside. Hunnigan radios in and advises Leon to search for a way to open the church, where Ashley is believed to be held. With nowhere else to go, proceed along the east trail, navigating a network of narrow ledges and suspended walkways.



Two more villagers are hiding behind the church building, one of them armed with dynamite. Quickly dispatch

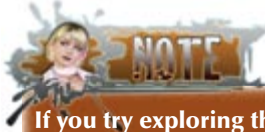
the pair and then examine the strange dais they were guarding. You must turn the dais's dial to light up three specific symbols—the same ones you noticed on the large headstones. To solve the puzzle quickly:

1. Turn the dial by three increments three times in a row.
2. Turn the dial by four increments three times in a row.
3. Turn the dial by three increments one final time.

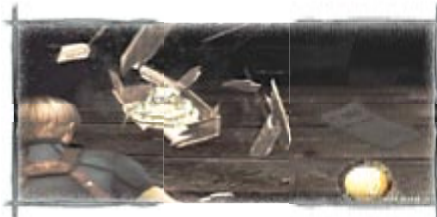
This solves the puzzle, allowing you to take the Green Catseye from the dais.



You've found a Green Catseye. Combine this treasure with the Beerstein to increase the value of both pieces.



If you try exploring the east trail before examining the church door, Hunnigan calls in and gives Leon grief.



A few villagers patrol the ledges and walkways, but they don't pose much threat. Shoot each one from range to

send them tumbling into the abyss. Enter the cabin you encounter along the way and smash the wooden boxes for goodies inside, but be careful; the box on the table contains a snake. From this point forward, it's a good idea to execute two quick knife attacks in rapid succession when smashing boxes; this ensures you'll kill any snakes that may pop out, allowing you to collect the valuable chicken eggs they leave behind.

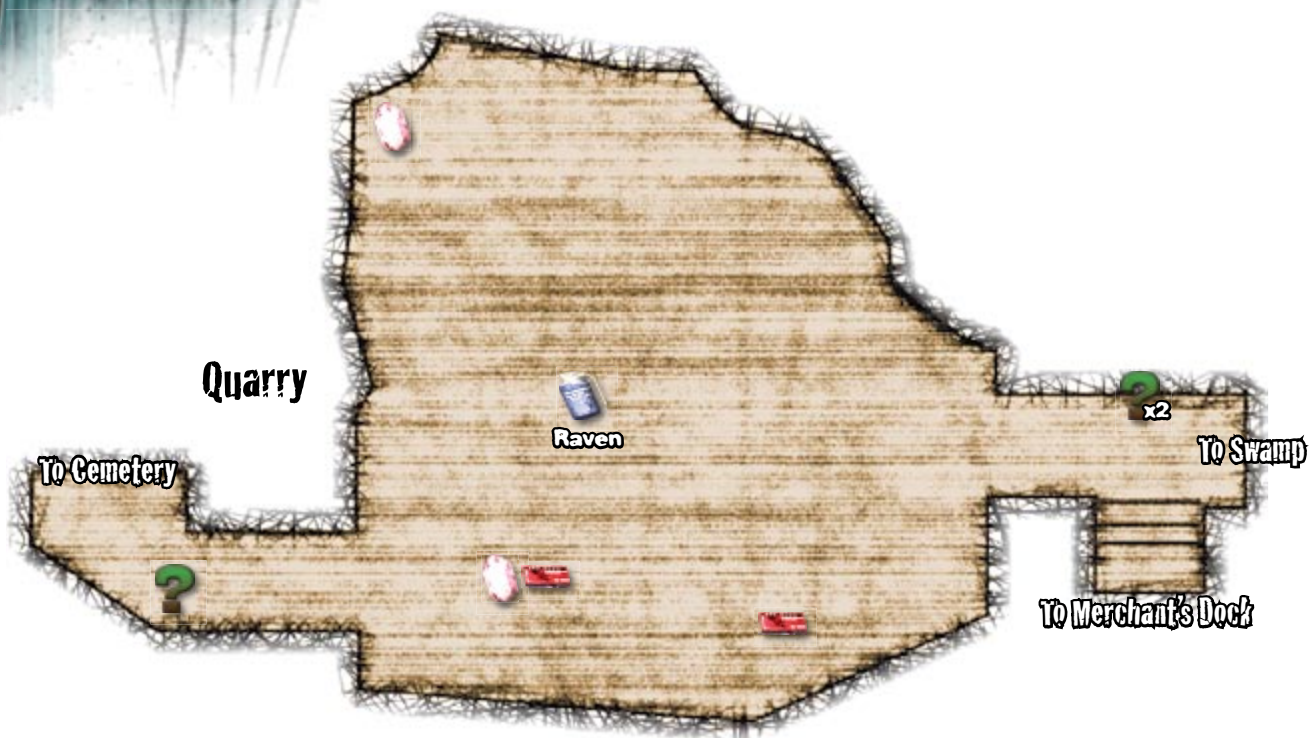
One final Ganado guards the gate at the bottom of the trail. Blow his head off with the rifle from range, then head through the gate's door to reach a new area.





Resident evil

Wii edition



There's little to do at the Ganado's small dig site besides looting the place for items. A large flock of ravens sits in the center of the area, however; approach them and toss an incendiary grenade to burn most of them up, collecting the many pesetas they leave behind. If your aim is true, one of the ravens near the center of the group drops a flash grenade.



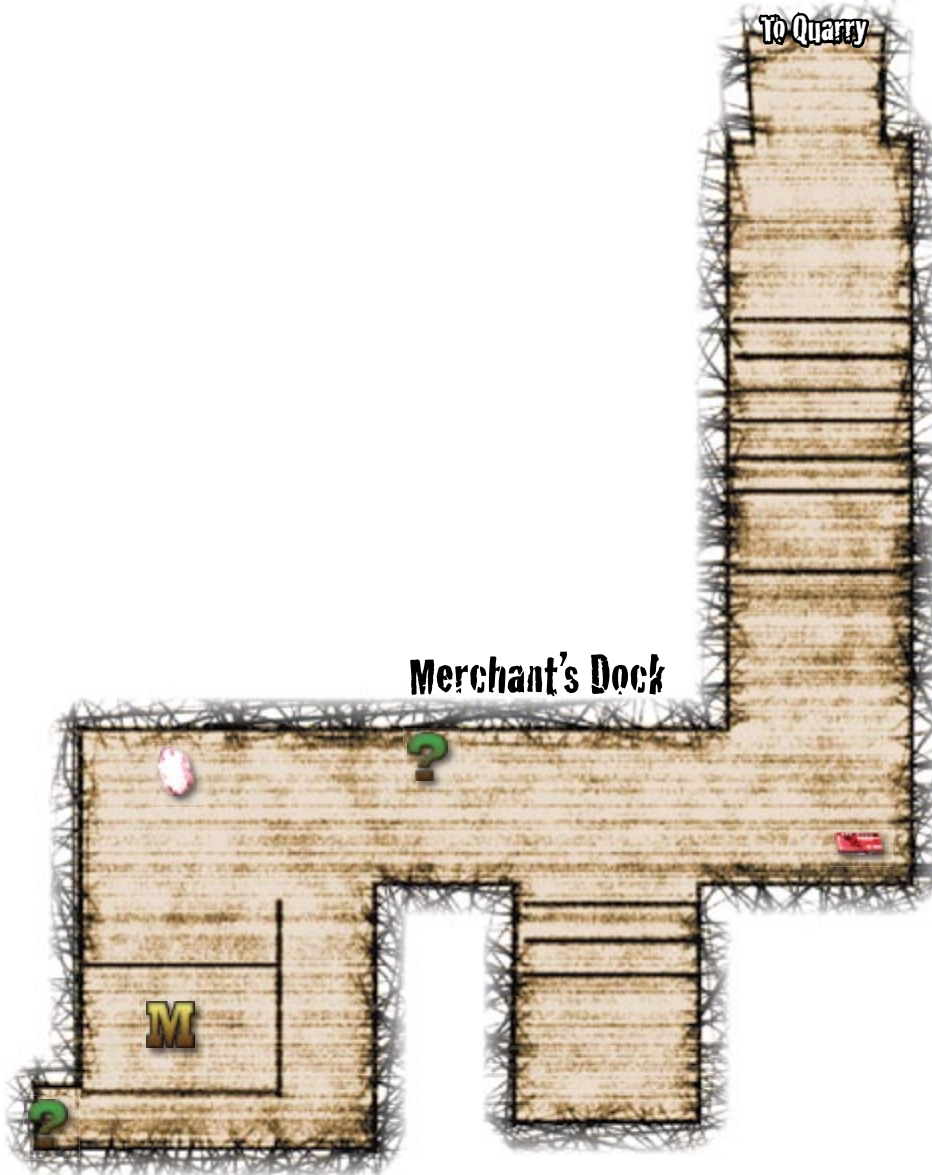
Make sure to loot the dig site's cabins and claim two spinels from the area, then head down the east stairs and enter the south door for a slight detour before moving onward.



If you're feeling greedy, exit the area and reenter. This causes any ravens that flew away to return to the ground, where they can be killed for more cash.



The rich get richer: you've found two more sparkling spinels.



The south door leads to a secret underground dock, where the traveling merchant has set up shop. Loot the area

and then speak with the merchant. Sell any items you don't need and make sure to trade Leon's standard handgun for the powerful Punisher if you didn't before. When you've finished conducting business, head back to the quarry, then proceed through that area's east door to reach the swamp.

Merchant's Dock Merchant

The merchant offers no new items, except perhaps the Punisher handgun if you didn't return to the secret passage and collect it from the merchant earlier. Upgrades for the Punisher are available, but don't bother with them; a new handgun will soon be available—one that's far more worthy of performance enhancements.

New Upgrades		
Weapon	Upgrade	Cost
Punisher	Firepower Lv.2	10,000
Punisher	Firing Speed Lv.2	10,000
Punisher	Reload Speed Lv.2	8,000
Punisher	Capacity Lv.2	8,000

Resident Evil

Wii edition

Swamp

To Quarry



To Lake

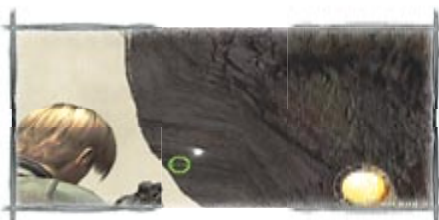
Antique Pipe
(nest)



A long, foggy path leads downhill toward the swamp. Raid the cabin at the top of the trail, and notice another eerie

signpost nearby, warning you of danger ahead. Sure enough, when Leon begins to descend the trail, a few Ganados roll another giant boulder down upon him. Once again, rapidly shake the Wii Remote side to side as indicated to outrun the boulder, pressing (A)+(B) the moment you reach the bottom of the trail to avoid being squashed.

After dealing with the nearby Ganados, cross the walkway and enter the tiny shed on the left. Break apart the wooden boxes, remembering to double-up on the quick knife strikes to kill any snakes that emerge. Loot the cabin quickly; a number of villagers are closing in.



After outrunning the boulder, look up and search the rocky nearby outcropping for a sparkling object. Shoot

the object to down a spinel, then reload and move toward the marsh ahead.



Equip the shotgun, and look through the cabin's window at the walkway you've just crossed. The villagers who

ambushed Leon with the boulder earlier are now pouring into the area from the west trail. Hole up in the shed and use the shotgun to blast the hostiles as they try to enter. Defend this position until the assault groups finally subside.



Good eye; that spinel was well hidden.

The swamp is a dangerous area filled with Ganados and deadly tripwires. Use the rifle to decapitate the nearest Ganado



on the wooden walkway from range, then move onto the walkway. Keep away from the tripwire ahead, scanning the marsh with the rifle and taking shots at the few Ganados standing in the waters ahead to the right and left. Try to get one of the hostiles to run into the nearby tripwire, detonating it so you may cross the walkway safely.

There are a few more Ganados in the east half of the swamp, but they're nothing compared to the onslaught you've just faced. Use the rifle to pick off each patrolling villager from range and be wary of tripwires as you move eastward. Make sure to collect the incendiary grenade from a bench along the walkway, and blast a bird's nest from a nearby tree to claim an Antique Pipe.



You've found an Antique Pipe. Sell this valuable to the merchant the next time you cross paths.

The Village

Unholy Ground

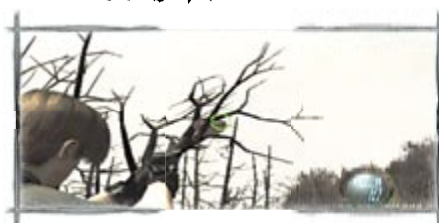


After securing the swamp, move up the east trail. A small cabin on the left features a wooden box that contains another snake. Again, execute a double quick knife attack to kill the snake before Leon's bitten, then claim its valuable chicken egg before moving on.



The swamp's east trail leads toward a giant lake. Turn left and follow the path uphill to reach a small clearing. From this point, Leon has a perfect view of the entire area. Using his binoculars, he sees two Ganados dump the body of his other police escort into the lake, then quickly speed off in their motorboat. Moments later, an unbelievably massive lake creature suddenly erupts from the depths and swallows the officer's body whole.

Search the weeds on the hilltop to find a valuable red herb, then head back down the trail. Knock a bird's nest from a tree halfway down the path to obtain a Gold Bangle with Pearls, then search a nearby cabin for some handgun ammo and a prized yellow herb.



That Gold Bangle with Pearls couldn't hide from you. Trade this worthy treasure to the merchant for pesetas the next time you see him.

Resident Evil

Wii edition



The cabin at the bottom of the path features a green herb and a typewriter. Collect the herb, and use it to recover

Leon's health if necessary. You can also combine it with a yellow herb to permanently increase Leon's health, or with a red herb for a more potent health boost. Then save your progress. Move to the dock outside and then climb into the nearby motorboat. Press to speed out into the lake.



There are fish in the lake, but don't hunt them just yet; firing bullets or tossing harpoons into the water enrages the lake monster you witnessed a moment ago.

Lake Monster: Del Lago

While exploring the lake, the giant creature that recently gobbled up the body of an officer

suddenly attacks Leon, knocking his motorboat's anchor overboard. The anchor becomes lodged in the massive beast, who is known to the villagers as Del Lago. The monster then swims off, dragging Leon in tow.



You must be wary of two separate dangers throughout this ordeal: the monster itself, and the large chunks of debris that stick out from the lake. Del Lago is intelligent enough to try to lead Leon's boat into these obstructions; whenever you see debris on the horizon, steer sharply to avoid a collision.



Leon can't use his normal weaponry while steering the motorboat, but he has full access to

his craft's plentiful supply of harpoons. Hold to ready a spear and then press to throw it. Try to impale Del Lago with harpoons as it drags you across the surface of the lake.

The monster doesn't remain at the surface for long. Eventually, it dives under the depths and then quickly emerges, headed straight for Leon with open jaws. When Del Lago dips underwater, quickly ready a harpoon and look for the creature to surface in front of the boat. The moment you see it emerge, toss a harpoon to repel its forthcoming attack.



Being struck by debris or Del Lago itself damages Leon and sends him tumbling overboard.

Immediately begin shaking the Wii Remote back and forth to make Leon swim toward the boat. The more damage Leon has suffered, the farther he's thrown from his craft when hit; if Leon remains in the water for too long, Del Lago swims up and swallows him whole.



After being impaled by a few harpoons, the monster switches tactics and disappears underwater. Fearing the worst, Leon readies a harpoon and waits for the creature to return. Use to look around until you see Del Lago swimming toward Leon from a distance; red arrows appear onscreen to help you pinpoint its location. When the monster draws near, press to nail it with a harpoon and interrupt its attack.



It takes about 10 harpoons to finally defeat Del Lago. You're not out of danger just yet, though; as the

creature sinks to the bottom of the lake, Leon realizes that the anchor's rope has become wound around his leg. Frantically wave the Wii Remote to make Leon cut through the rope and free himself before he's yanked into the depths.

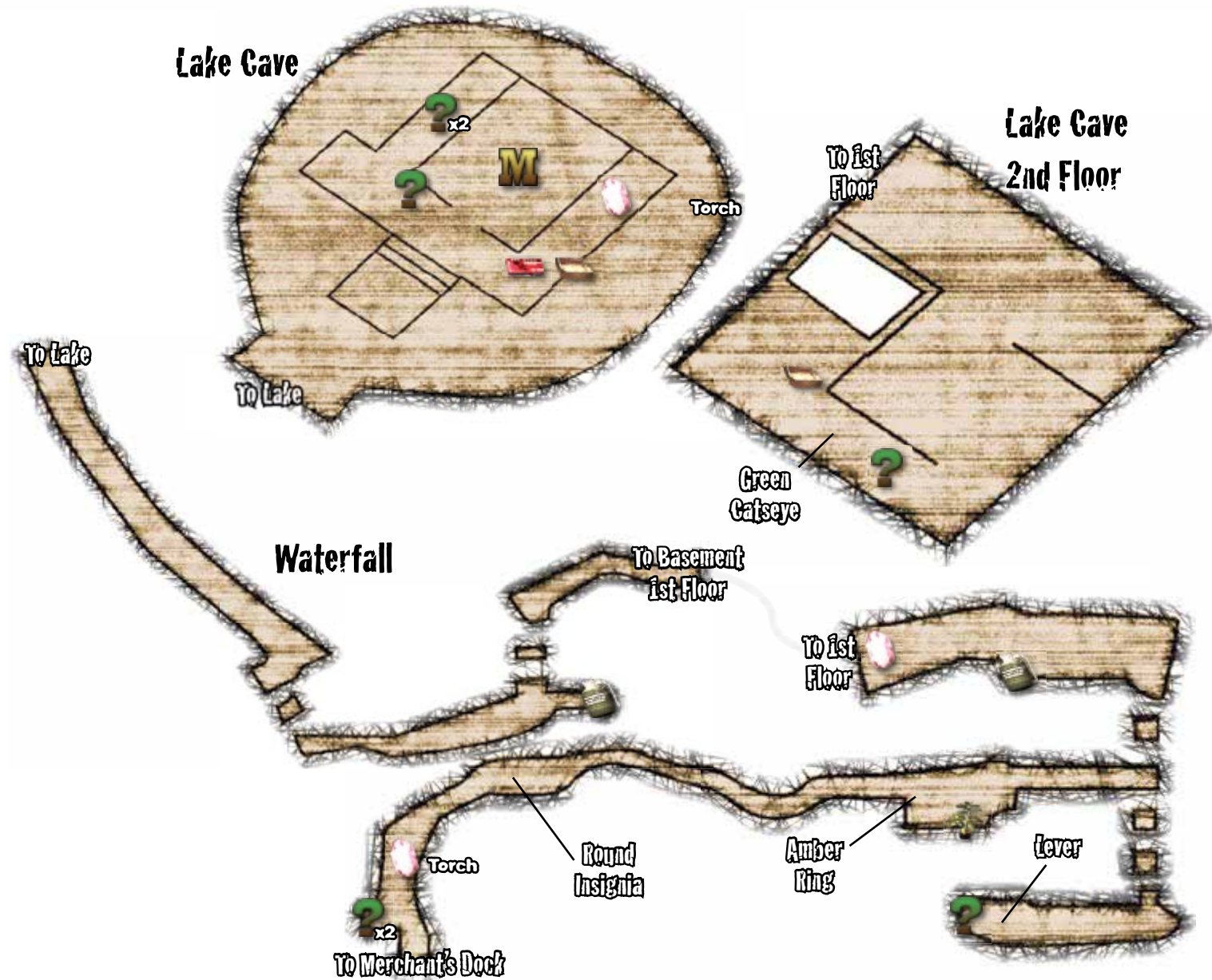
Exhausted from the encounter, Leon steers his boat to a nearby shore, then stumbles into an abandoned cabin.

Choking up blood and losing his vision, Leon collapses to the floor.



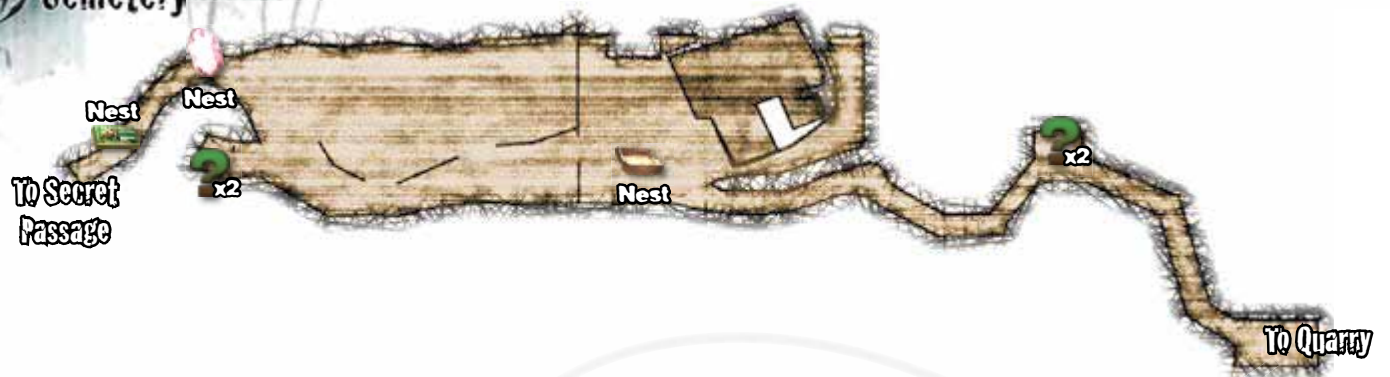
Chapter 2-1: Rescue Mission

After narrowly surviving an encounter with a horrifying lake monster, Leon locates an object that seems likely to grant him access to the church. Unfortunately, the road back to the cemetery is far more dangerous now....



	Bonus Time		First Aid Spray		Hand Grenade		Plaga Sample		Snake
	Bowgun Bolts		Fish (Black Bass)		Handgun Ammo		Random		Spinel
	Brown Chicken Egg		Flash Grenade		Incendiary Grenade		Red Herb		Time Extension
	Chicken Egg		Gold Bars		Magnum Ammo		Rifle Ammo		TMP Ammo
	Document		Gold Chicken Egg		Merchant		Save Point		Velvet Blue
	Emerald		Green Herb		Peseta Box		Shotgun Ammo		Yellow Herb

Resident Evil Wii edition Cemetery



Quarry Revisited

To Cemetery

To Merchant's Dock

Cabin

Cabin

Cabin

Church

To 2nd Floor

To Cemetery

To Cemetery

Control Panel

To 1st Floor

Ashley

Church 2nd Floor

The Village

Rescue Mission



Leon regains consciousness after suffering some horrific dreams. Contacting Hunnigan, he learns he was out for a full six hours; day has turned to night and there's no time to lose. Search the cabin for items, including an interesting **Anonymous Letter** that hints of an important item hidden in a nearby waterfall. Save your progress at the typewriter if you like, then head outside.



Step onto the nearby dock and board the motorboat if you wish to explore the lake a bit further. If you're in a rush,

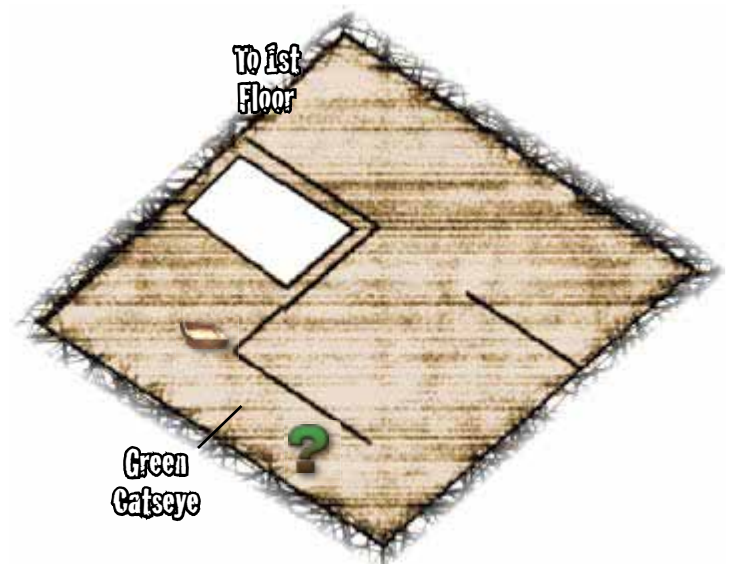
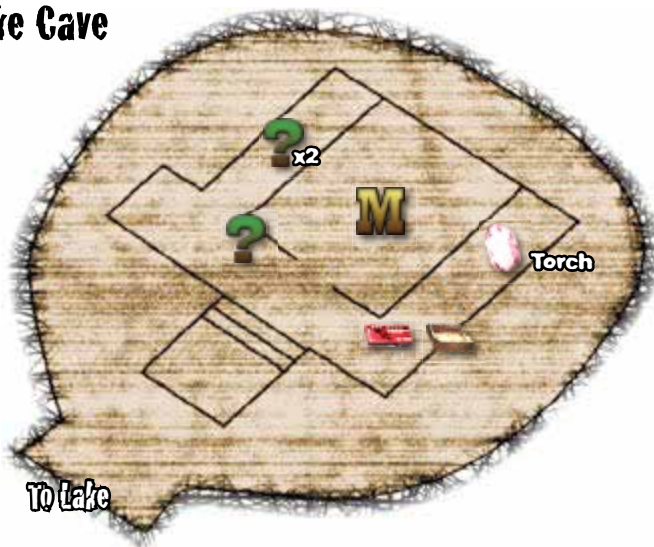
forget the boat, head through a gate behind the cabin, and then skip ahead to the following "Waterfall" section of the walkthrough.

Aboard the boat, toss a few harpoons into the water near the dock to kill some fish, then sail close to their bodies and



collect their remains for restoratives. When you're ready, streak off toward a cave at the lake's far northern tip, which is marked by two blue torches.

Lake Cave



The small north cave features nothing more than a merchant stand. The merchant has a few new upgrades to offer, and you can find plenty of free goodies around his shop. Smash the barrels on the ground floor, then climb up a ladder to reach his shop's roof. Push crates out of your way so you can reach a few more breakable barrels, one of which holds a prized Green Gem.



You've found a Green Gem. Combine this treasure with the Elegant Mask to increase the value of both pieces.

Resident Evil

Wii edition



Before leaving the roof, take aim at a torch hanging from the cave's ceiling and shoot it with the handgun until

it is destroyed. Then climb down and move around the merchant's stand to collect a spinel, which fell from the torch. Speak to the merchant afterward to view his wares if you like, then return to the boat and exit the cave.



You've found another spinel. These gems are small enough to be hidden inside torches, so keep a lookout.

Lake Cave Merchant

The merchant has nothing new to sell, but he does offer a few new upgrades. If you're not desperate for additional firepower though, save your pesetas for more worthy purchases.

New Upgrades		
Weapon	Upgrade	Cost
Handgun	Firepower Lv.3	10,000
Handgun	Capacity Lv.3	6,000
Rifle	Firepower Lv.3	12,000
Rifle	Capacity Lv.3	8,000
Shotgun	Firepower Lv.3	20,000
Shotgun	Capacity Lv.3	10,000

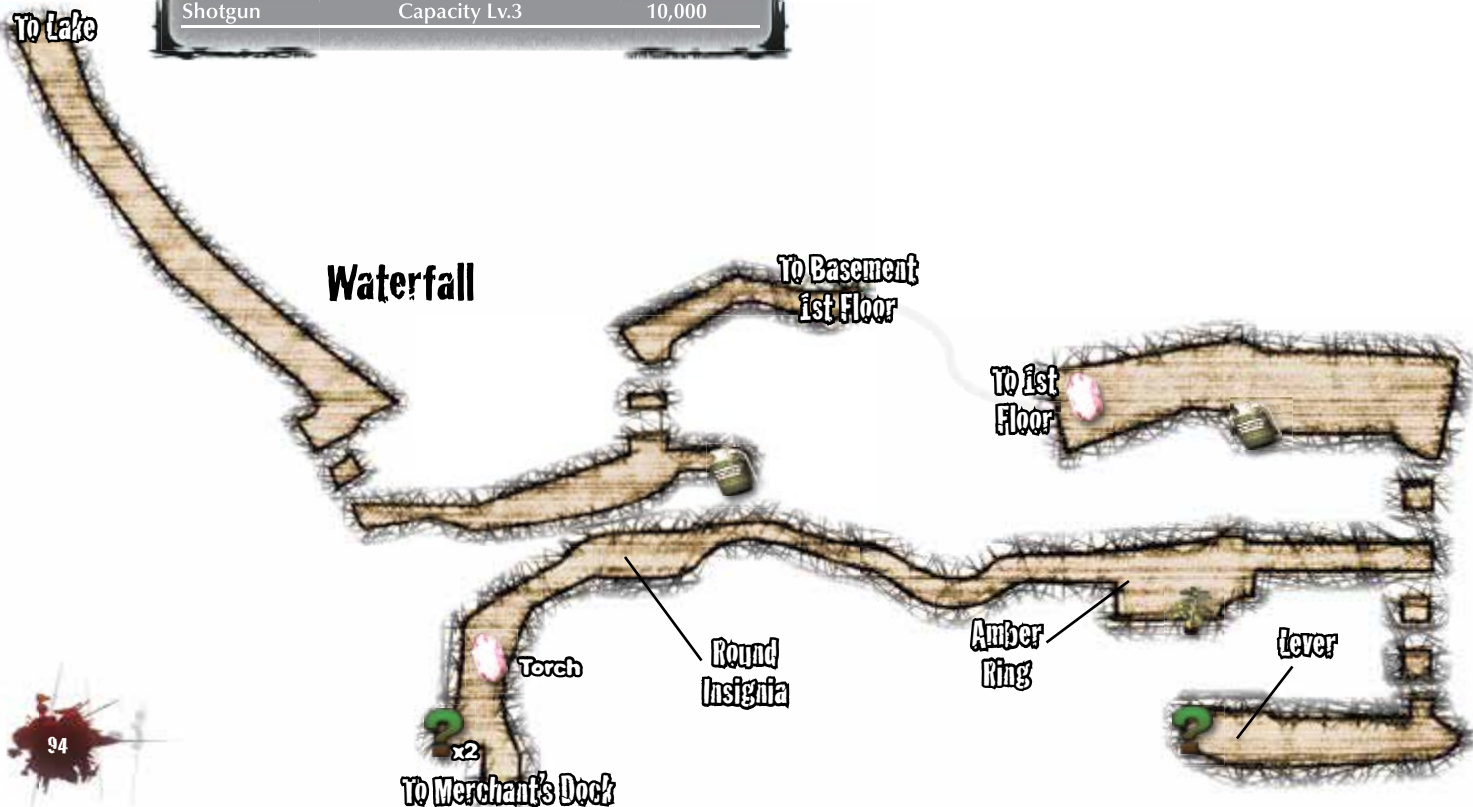
Optional Jaunts

Feel free to explore the lake's west shore, which features a few new items since your last visit during the day. The new items are all within the two cabins along the trail, but watch out: several vicious Colmillos surround and attack you on the path. Take cover in one of the cabins and fire at the beasts when they appear in the doorway to drop them without taking much damage.



You can also go back to explore the swamp area if you wish, but look out: more Ganados are about, and

now that night has fallen, the Plagas that control the Ganado's bodies can emerge and attack. There aren't many new goodies in the swamp, and they're all found within the sheds and cabins, so visiting this area may be more trouble than it's worth. Avoid blasting the heads off of Ganados as you explore the area; doing so greatly increases the chances that their Plagas will appear.



The Village

Rescue Mission



Proceed through the gate behind the cabin at the lake's east shore to reach the waterfall area, where an important item is hidden. Leon encounters a new breed of horror on the path just beyond the gate: a Ganado's head suddenly bursts open, revealing a sickening Plaga in the shape of a giant tentacle. Back away immediately and open fire with the handgun, aiming for the Plaga itself to inflict heavy damage. You can use the rifle to kill the Plaga in one shot as well. Also, consider throwing a flash grenade for an instant kill; Las Plagas are extremely vulnerable to light.

First Appearance: Las Plagas—Tentacle



When day turns to night, horrific parasites that inhabit the bodies of Ganados are free to emerge from their humanoid hosts, posing far greater danger to Leon. The first type of Plaga Leon encounters resembles a giant, bloody tentacle that ends in a jagged, bonelike protrusion. The tentacle's whip attack has a surprisingly long range, so keep your distance. Once the Plaga emerges, its host's body is no longer a suitable target—aim for the Plaga itself instead.



Defeat the second Ganado on the trail, then continue along the path and jump across the short gaps you encounter.

Smash a barrel for a hand grenade and leap across some more gaps on your way to a rope that hangs from a cliff. Position Leon near the rope so he can rappel down the cliff to a lower path below.

Take aim at a Ganado watchman standing atop a short tower just beyond the rope. Drop him with the rifle



and then climb up the tower to collect a hand grenade from a barrel. Continue along the path afterward until you reach a watery gap that Leon cannot cross. A nearby crate hangs from a chain above the river; shoot the chain to drop the crate into the drink, then use the crate as a stepping stone to help you cross.



A spinel is hidden in the cliff you rappelled down. The merchant will enjoy this little treasure.

The crate allows you to reach a central path in the middle of the stream. The west half of the path is blocked by a rushing waterfall; you must find some way through. Shoot the glittering object stuck to a beam above the path to acquire an Amber Ring, then climb up the nearby watchtower.



You've found an Amber Ring. Sell this worthy treasure to the merchant on your next encounter.

resident evil

Wii edition



From the top of the watchtower, you have a perfect angle for shooting down two more suspended

crates, one above and one below. Take careful aim at each crate's chain and blast them both to drop the crates into the water. Then return to the trail and cross the crates you've just downed to reach the area's southernmost path.



Climb the tower at the end of the southern path to reach a lever. Pull the lever to divert the flow of water and remove the waterfall that blocks the central path. Jump across the crates to return to the central trail, then watch out: a swarm of Ganados emerges from the cave that was previously blocked by the waterfall. Quickly turn around and jump back across the crates, retreating to the tower with the lever. From this vantage, stand ready with the knife and handgun to stab or shoot each Ganado that tries to climb after you.



You can also simply fire at each Ganado who tries to chase Leon across the crates to knock them into the rushing stream. This approach won't allow you to collect any items that the enemies may drop, though.

With the area secure, return to the central path and head into the cave beyond the waterfall.

Take the **Round Insignia** from

the rear of the cave to make the wall open, revealing more of the passage. Leon gets a transmission from Hunnigan, urging him to hurry to the church and save Ashley. Proceed through the trail and open the steel door at the end of the path to reach a watery cavern.



Smash two barrels inside the cavern for random goodies, then turn around and shoot the torch near the metal

door you just came through. A spinel falls from the torch; collect it, then use the nearby motorboat for a quick trip to the Merchant's Dock area.



A spinel was hiding in the cavern's torch, but no longer.



You've come full circle and are now back at the merchant's dock. There are no new items to pick up, and the merchant

doesn't offer anything new, but trade with him if you wish. When you're ready to go, climb up the north ladder and head outside to return to the quarry.



Even if your inventory is getting crammed, don't sell any hand or flash grenades to the merchant. These items will soon come in handy.

The Village

Rescue Mission

Quarry Revisited

To Cemetery

To Merchant's Dock

Cabin

Cabin

Cabin

There wasn't much going on at the quarry last time you were here, but things are sure to be more exciting this time around. Lots of new items are present in the area; smash the two barrels at the top of the stairs for a green herb and a random goody, then head through the open gate to the left.

A crew of Ganados suddenly emerges from behind two giant doors in the quarry's north wall. Using ropes, the men pull an impossibly huge giant behind them. In a rage, the massive creature flattens the Ganado pests and then turns its ire on Leon. Prepare for battle!



Enraged Giant: El Gigante

The villagers call this monstrosity "El Gigante," and with good reason: the creature is easily 30 feet tall and can crush a man with little effort. Needless to say, it's important to stay well out of the giant's reach throughout the fight; use Leon's superior mobility and dodging skills to remain unharmed.



NOTE
El Gigante's powerful attacks can destroy the area's three southern sheds. You miss out on collecting a number of items if the sheds are destroyed, so end the fight quickly or raid the sheds for goodies early on.

Threat level
● ● ● ● ●



If you have a small stockpile of grenades, now's the time to use them. While incendiary grenades have no effect on El Gigante, just two well-tossed hand grenades are enough to bring it to one knee, exposing a large, wormlike Plaga on its back. If hand grenades aren't an option, use flash grenades to stun El Gigante instead, quickly following up with barrages of close-range shotgun fire.

If you have a small stockpile of grenades, now's the time to use them. While incendiary

Once you've brought El Gigante down, quickly run forward and press **Y** to make Leon scamper up the monster's back. Then wave the Wii Remote furiously to make Leon cut into the giant's exposed Plaga. You should be able to unleash a good eight cuts each time you bring the giant down.



Continued on next page

resident evil

Wii edition

Enraged Giant: El Gigante Continued



El Gigante attacks by either stomping and kicking at Leon, or by snatching him up in

one hand and attempting to squeeze the life out of him. If you're out of grenades, run around El Gigante or slip between the giant's legs to escape danger each time it closes in. The monster may try to hurl boulders or toss uprooted trees at Leon from range; be ready to dodge by pressing (A)+(B) or shaking the Wii Remote as indicated.

Slice into the giant's exposed Plaga 16 times to end the fight. If you're fast enough with



the knife, you only need to bring El Gigante down twice to deliver that many blows. Collect the gold bars the monster leaves behind for a whopping 15,000 pesetas, then raid the area for items, including valuable red and yellow herbs, and a couple of shiny spinels. Exit the area through the west gate to proceed toward the church.



If El Gigante squeezes Leon, quickly shake the Wii Remote to reduce the damage and escape.



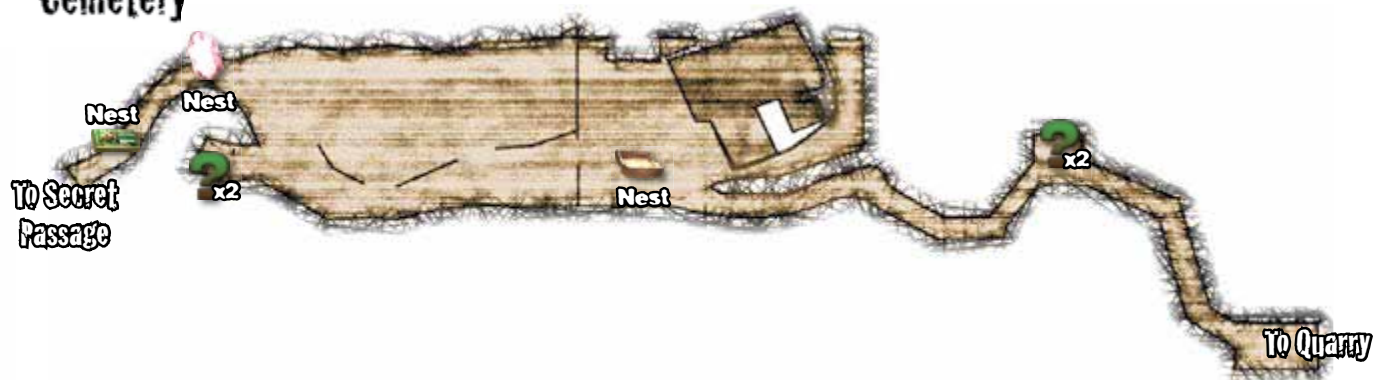
Find two spinels in the quarry area. One of them lies inside a shed and can't be collected if the shed is destroyed.



If you rescued the dog from the bear trap at the start of the adventure, it appears during the fight and helps distract El Gigante. Allow the dog to lure the monster away so you can pepper it with ranged handgun or rifle fire.



Cemetery





The ramshackle trail of ledges and walkways leading up to the cemetery is Ganado-free, but don't let your guard down: several vicious Colmillos assault you as soon as you reach the top of the hill. Have the shotgun ready to blast these infected wolves before they tackle Leon and rip out his throat.



The area is now secure. Before entering the church, scout the cemetery for new items. The region's three

bird nests have returned and hold valuables, and there's more to find in the shed at the foot of the hill. Once you've pillaged the grounds, approach the church's front door and use the **Round Insignia** to gain entry.



Among other goodies, a spinel rests hidden in one of the cemetery's bird nests.

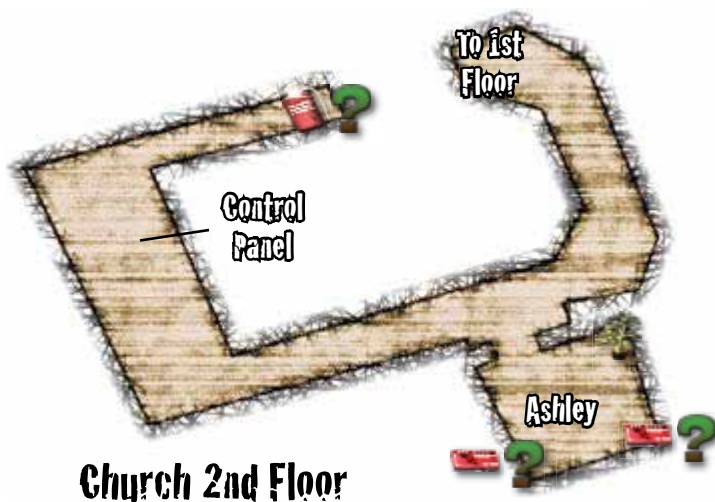
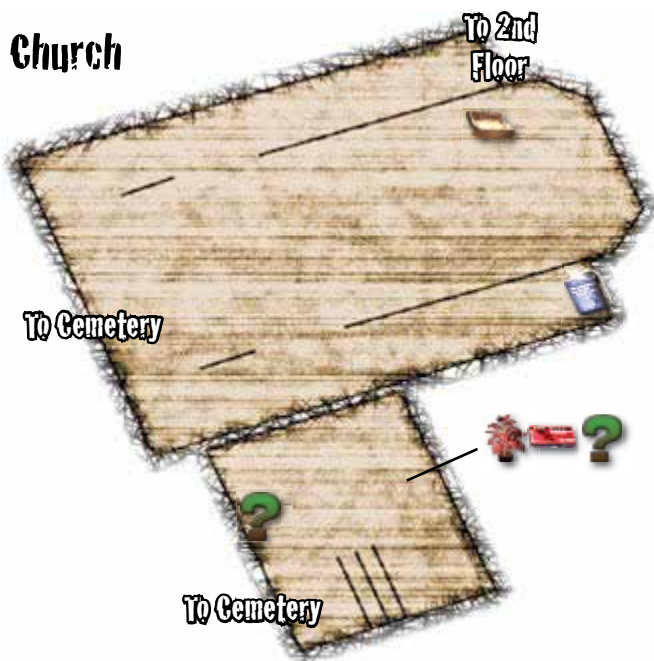
First Appearance: Colmillos



Threat level
●○○○

Many of the wolves that live in the countryside around Pueblo have been infected by Las Plagas. These agile and highly aggressive animals often attack with little warning, leaping from concealment to tackle Leon and tear out his throat with pointed teeth. It's usually best to wield a shotgun against these creatures to blast them from mid-jump and put them down fast. A handgun or TMP can be used in a pinch, while incendiary grenades are surefire Colmillos killers.

Church



Church 2nd Floor

Resident Evil

Wii edition



The church is free of hostiles. Search the ground floor for pesetas and a flash grenade, then climb a ladder to reach

the second floor balcony. Approach the chandelier hanging in the center of the church and press **A** when the **jump** action button hint appears onscreen. Leon leaps onto the chandelier, which swings back and forth under his weight. Wait for the chandelier to swing backward, and when it swings forward a second time, press **A** to make Leon leap across, landing on the balcony at the far side of the room.



Smash more barrels on the far balcony for an incendiary grenade, then examine the strange control panel nearby.

Activate the panel to shine three patterns of colored lights against the far wall. Your goal is to rotate the three colored patterns so that, when combined, the three patterns form the same shape as the stained glass insignia between them. To solve the puzzle quickly:

1. Rotate the red pattern twice.
2. Rotate the green pattern three times.
3. Rotate the blue pattern once.

Choose to combine the colors afterward to raise the portcullises on the balcony, allowing you access to a side room. Enter the room to find the president's daughter, Ashley Graham.



Ashley is frightened by Leon's sudden entrance but brightens up when he mentions that her father

sent him to rescue her. United at last, the two prepare to make their escape. Hunnigan contacts Leon, telling him of another path he can take to flee the village. Collect items from Ashley's holding room before returning to the church's balcony.



Hunnigan sends Leon another playing manual with details on how to interact with Ashley. Check it out to learn some of the basics.



Cross the balcony and drop down to the ground floor below. Ashley can't handle a fall from such a height, so be sure to wait a moment after landing until the **catch** action button hint appears onscreen. Press **A** to make Ashley drop down into Leon's arms.



Leon's a gentleman, so don't try making him look up Ashley's skirt while she stands on the second floor balcony. If you do, Ashley tells him off!

A strange robed man awaits Leon and Ashley on the ground floor. This must be the leader of the wicked



cult responsible for the kidnapping. After you exchange some harsh words with the man, two cultists armed with crossbows suddenly burst into the church from the front door. With no other option, Leon grabs Ashley's hand and the two jump through one of the church's windows, sending glass flying everywhere. Landing in a small storage room, Leon assures Ashley that everything will be okay. The two then prepare to make their daring escape from the Village.

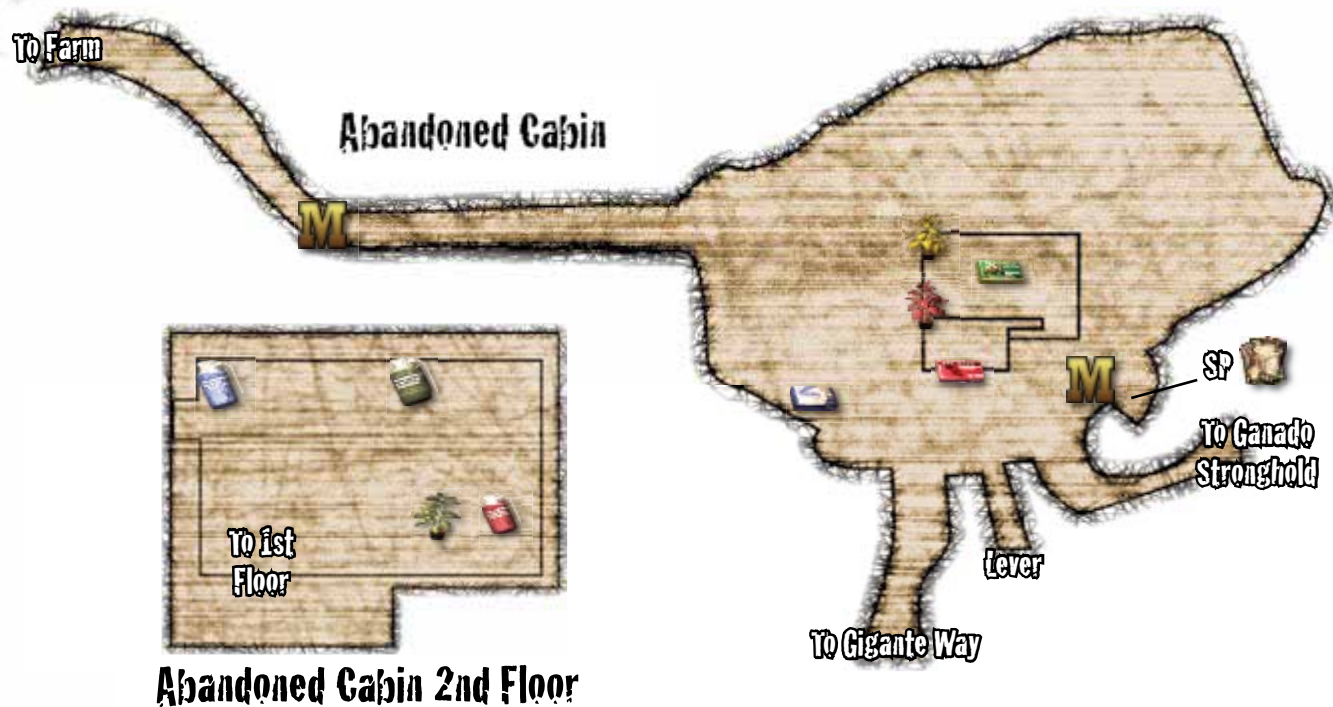
Chapter 2-2: Running Scared

Surviving his horrific battle with a giant, Leon finally gains entry to the church and discovers Ashley locked away inside. United at last, the two begin a desperate attempt to flee the village, eventually being forced to hole up with Luis in an abandoned cabin when faced with an onslaught of hostile locals.



Resident Evil

Wii edition



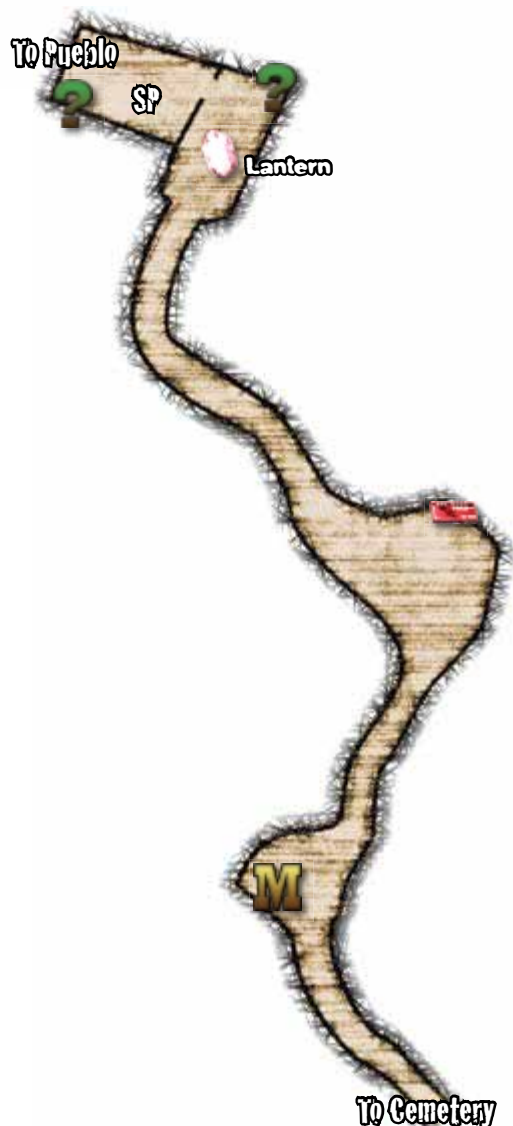
Smash barrels and collect items from the church's storage room before heading outside through the door. Torch-toting villagers loom toward the church, and Ashley points out a nearby wagon filled with explosives. Shoot the wagon to send it rolling downhill aflame to wipe out most of the hostiles, then finish off any stragglers with the handgun. When all is clear, hurry down the hill and follow the path to the secret underground passage you used to reach the cemetery awhile ago.



Torch-wielding Ganados sometimes try to breathe fire at Leon. Shoot them as they inhale in preparation for this attack to burn them up.



Secret Passage Revisited



The secret passage holds a few new items and the resident merchant offers some new upgrades and equipment. We

highly recommend that you purchase and upgrade the Red9 handgun; it's the most powerful pistol Leon can acquire and arguably the best firearm in its class. Don't miss the spinel in the lantern at the opposite end of the tunnel either, and make sure to save your progress at the typewriter before moving on.



Another spinel has somehow become lodged in the lantern at the secret passage's north end. Stand back and shoot it down.

Secret Passage Merchant Revisited

This time, the merchant offers Leon an old but powerful handgun, the Red9. We strongly recommend you sell the Punisher and then buy and upgrade the Red9; it takes up a bit of extra space in the attaché case, but its incredible firepower helps you get the most out of each bullet fired. Don't bother with the Red9's stock unless you find it difficult to score headshots—the gun itself is all you need.

New Items

Item	Cost
Red9	14,000
Stock (Red9)	4,000

New Upgrades

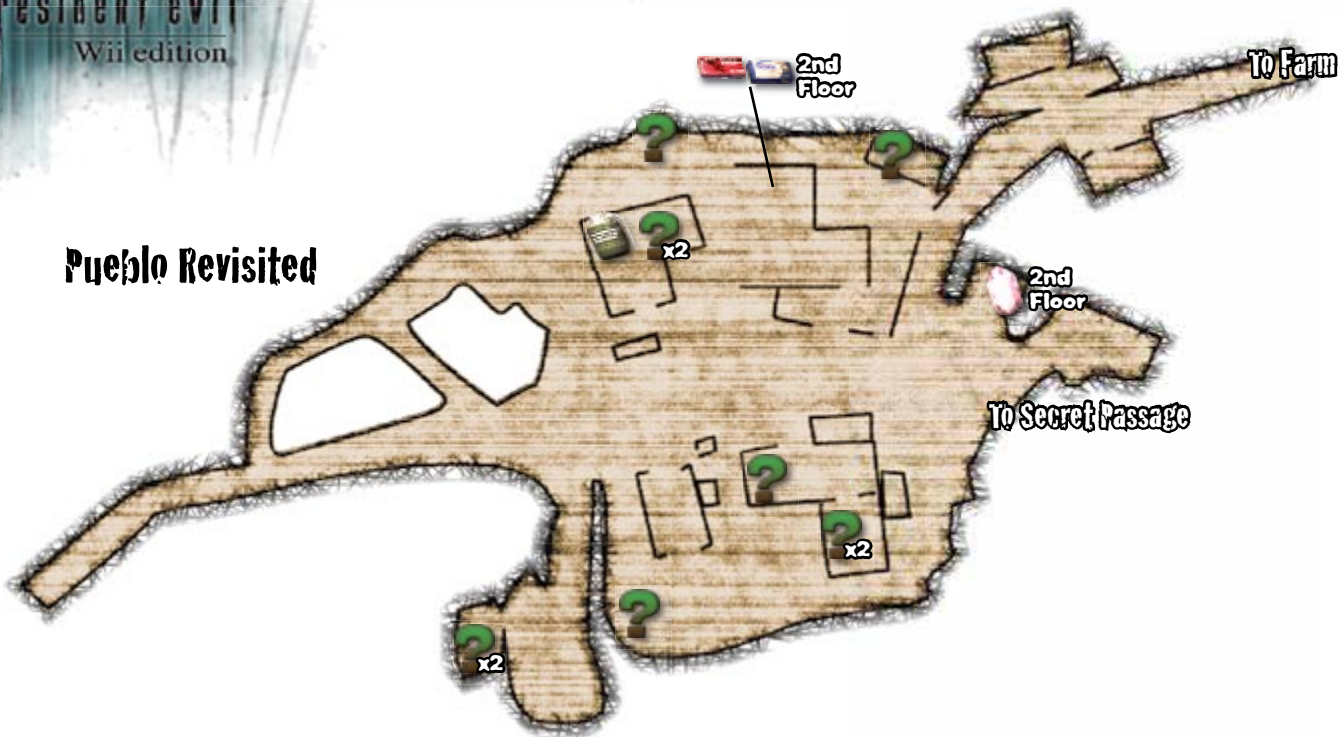
Weapon	Upgrade	Cost
Punisher	Firepower Lv.3	15,000
Punisher	Capacity Lv.3	10,000
Red9	Firepower Lv.2	15,000
Red9	Firing Speed Lv.2	10,000
Red9	Reload Speed Lv.2	6,000
Red9	Capacity Lv.2	6,000
TMP	Firepower Lv.3	14,000
TMP	Capacity Lv.3	15,000



resident evil

Wii edition

Pueblo Revisited



Pueblo is just as frightening at night as it was during the day. There are fewer villagers to worry about, but the darkness of night and chance that Las Plagas may emerge from the townsfolk's heads makes it tough to know when the area is fully secure. There are a few new items in town, and although most are totally randomized, there's a valuable hand grenade in the northwest house and a spinel atop the tall lookout tower.



A spinel sits atop the village's tall lookout tower. Grab it when no hostiles lurk nearby.



As before, it's best to lure hostiles to confined spaces such as cabins and buildings that don't feature multiple

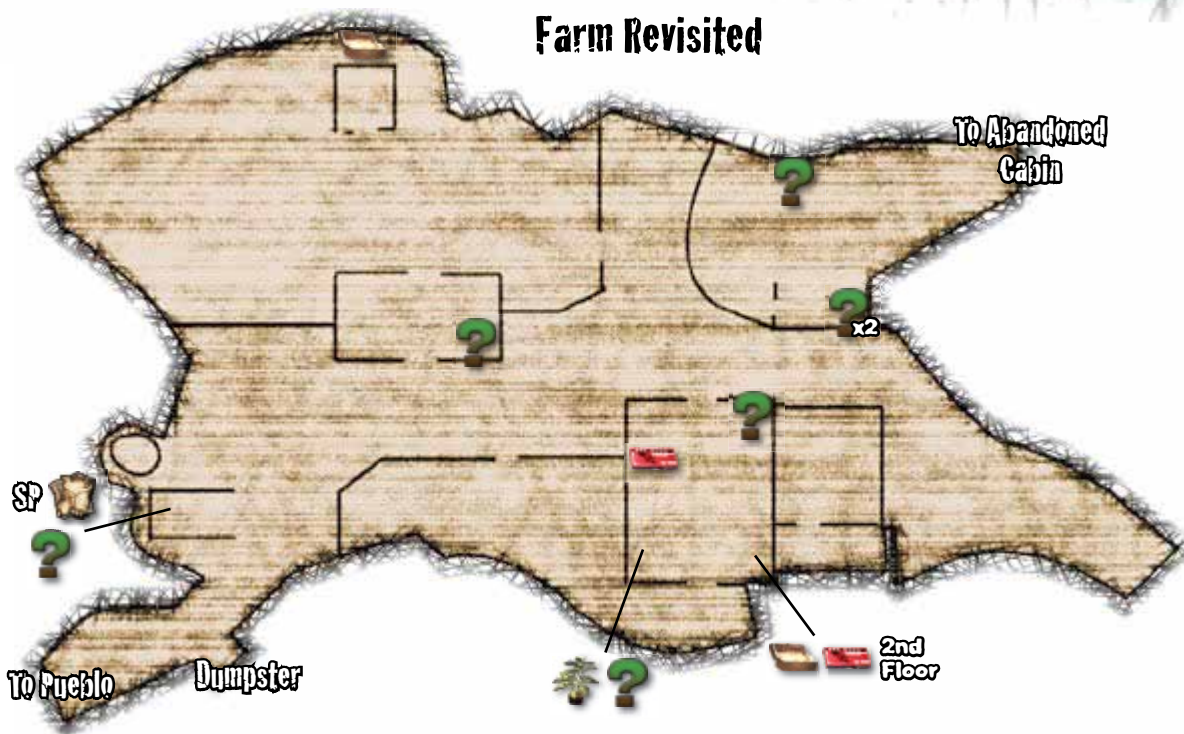
entry points. Target the villager's legs and torsos instead of their heads to reduce the chances of freeing their Las Plagas. Whatever you do, don't leave Ashley behind; Ganados will appear and grab her, and the game ends if they manage to carry her out of the area. If Ashley is captured, rush to her location and shoot her captor to free her before it's too late.

Spend as much or as little time in Pueblo as you like, taking the northeast trail to the farm when you're ready to move on. Be careful, though: villagers have set numerous bear traps on the trail leading to the farm. Shoot a trap or two to set them off, then carefully lead Ashley through to ensure that she doesn't step into one.



Ashley can't die from being caught in a bear trap, but her health suffers greatly. Make sure to free her from any traps she triggers.

Farm Revisited



Your journey through the farm is similar to your recent trip through Pueblo: enemies lurk about in the darkness and new items appear in familiar places. To keep Ashley safe, move to the trash bin near the typewriter shed and press **A** to order her to hide inside. Ashley is completely safe from harm while hidden in the bin, allowing you to secure the area without fear for her safety.

Visit the typewriter shed and collect the note entitled **Sera and the 3rd Party**. Save your progress, then once again

use the typewriter and manure sheds as fallback points as you lure the surrounding hostiles to their doom. Use your handgun and rifle as often as you can, switching to the shotgun when enemies close in. Methodically secure the entire grounds so you don't have to worry when guiding Ashley through the area later on.



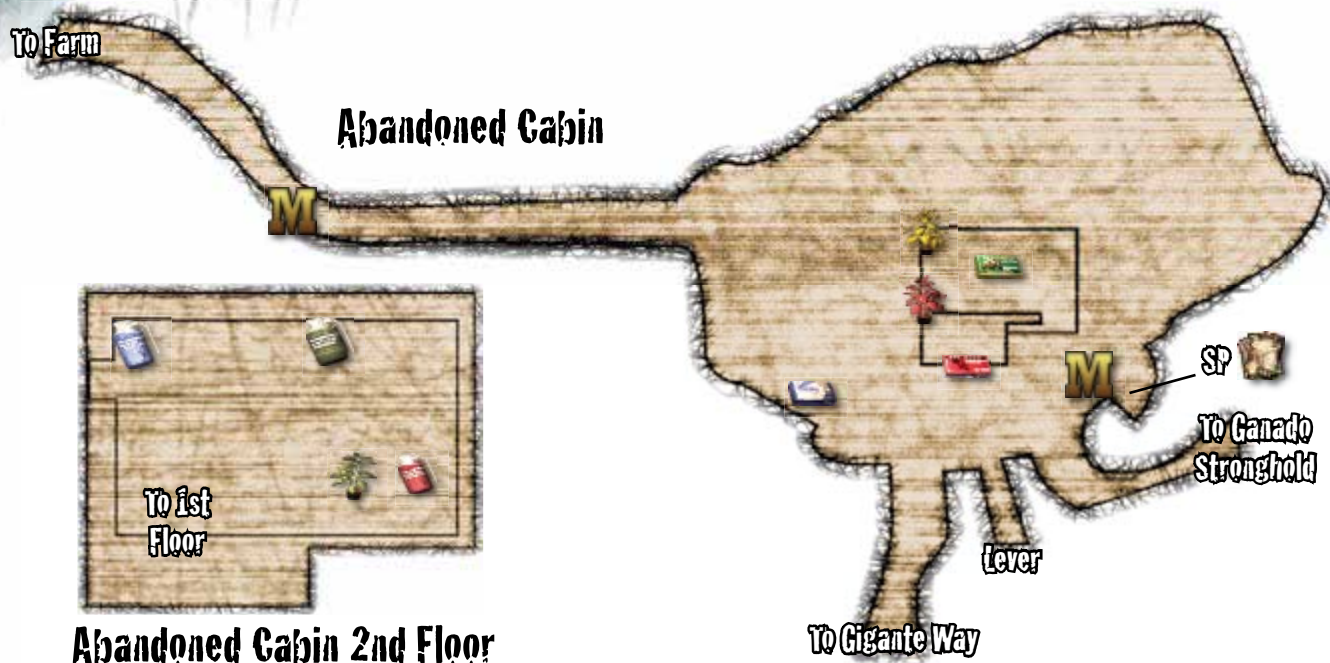
The villagers have spread bear traps about the western half of the farm. Be careful not to step into any, and consider setting some off to clear the way for Ashley.



With the farm clear of hostiles, return to the trash bin and press **+** to whistle to Ashley. The girl pops out of her hiding place and returns to Leon's side. Carefully guide Ashley to the farm's northeast gate, which Leon couldn't open on his first trip through the area. Now, with Ashley's help, the two can perform a piggyback maneuver in front of the gate. Press **A** when indicated to have Leon boost Ashley over the wall. The girl then unlocks the gate from the other side, allowing Leon to pass through and join her in a new area.

Resident Evil

Wii edition



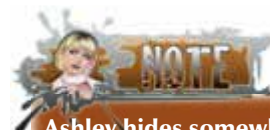
The merchant awaits Leon and Ashley on the trail just beyond the farm. The man doesn't offer anything new, but you

may wish to speak with him and sell off any unneeded items. Make sure to upgrade Leon's Red9 if you haven't already, and avoid selling any grenades; a brutal fight is about to occur. Proceed across the nearby bridge when you've finished trading with the merchant.



A host of torch-toting villagers flood the area just after Leon and Ashley cross the bridge. With no place left to run, the two decide to take cover inside a nearby cabin. A friendly face greets them inside: Luis Sera is alive and well, and just as charming as ever.

Luis helps Leon bar the cabin's sturdy front door and makes a bit of small talk with the president's daughter. The three don't have much time to get acquainted, though; the villagers are swarming the cabin and they aren't leaving without a fight.



Ashley hides somewhere upstairs throughout this scenario and can't be harmed, so there's no need to worry about her.



As soon as you can, move about the cabin and push three wooden shelves in front of each window on the ground floor.

This buys you time to scour the cabin for items and prepare for the forthcoming assault. Grab the herbs and shotgun ammo, check that your weapons are fully loaded, then arm the Red9 and stand in the corner near the stairs that lead to the cabin's second floor.

The Village

Running Scared



Sooner or later, the hostiles smash through the windows and begin pouring into the cabin. Work with Luis to repel the onslaught as best you can. There are three windows on the ground floor, so the villagers enter from three separate points. It's tough to keep them from entering the cabin, but at least you can wound them before they set foot inside.

Stand your ground near the stairs and simply rain handgun fire at the nearest Ganado. Reload only when it's safe to do so and

use the shotgun to blast nearby hostiles backward, creating brief opportunities to safely reload. Try to keep the Ganados from swarming around Luis whenever possible; his covering fire is a great help throughout this scenario. Employ the shotgun and toss grenades as necessary to handle clusters of foes, and avoid scoring headshots on the villagers to reduce the appearance of Las Plagas.



The ground floor soon becomes too difficult to defend. Follow Luis upstairs and then quickly run about, collecting

an assortment of grenades and a precious green herb. Outside, the villagers erect ladders so they can enter the second floor through each of its four windows, while the hostiles on the ground floor simply head upstairs in pursuit. Run around the second floor and knock down each of the ladders to prevent the villagers from climbing through the windows. Toss incendiary grenades to prevent the villagers from climbing up the stairs. Luis takes aim at any Ganados coming up the stairs as well, so focus on guarding the windows.



Surviving this scenario is difficult no matter how fast you are. The onslaught doesn't let up until you

manage to kill a great number of Ganados, so just keep moving and firing. Knock down the Ganados' ladders at every opportunity and punish any that make it to the top floor. Pelt their legs with handgun fire to bring them down fast. If necessary, use flash grenades to quickly deal with any Las Plagas that emerge from the villagers' heads. Stay alert, keep an eye on your ammo, and don't let Leon's health get too low.



Be careful not to harm Luis with your bullets or grenades; too much friendly fire is eventually returned, resulting in Leon's untimely demise.



Approach Luis if you start running low on ammo. He'll say "use this" and toss Leon a free box of rounds.

After suffering heavy losses, the villagers realize there's no getting at their quarry. They reluctantly depart, leaving the trio alone for the time being. Ashley comes out of hiding and Luis makes a hasty departure, saying he forgot something. What could possibly be in store for Agent Kennedy next?



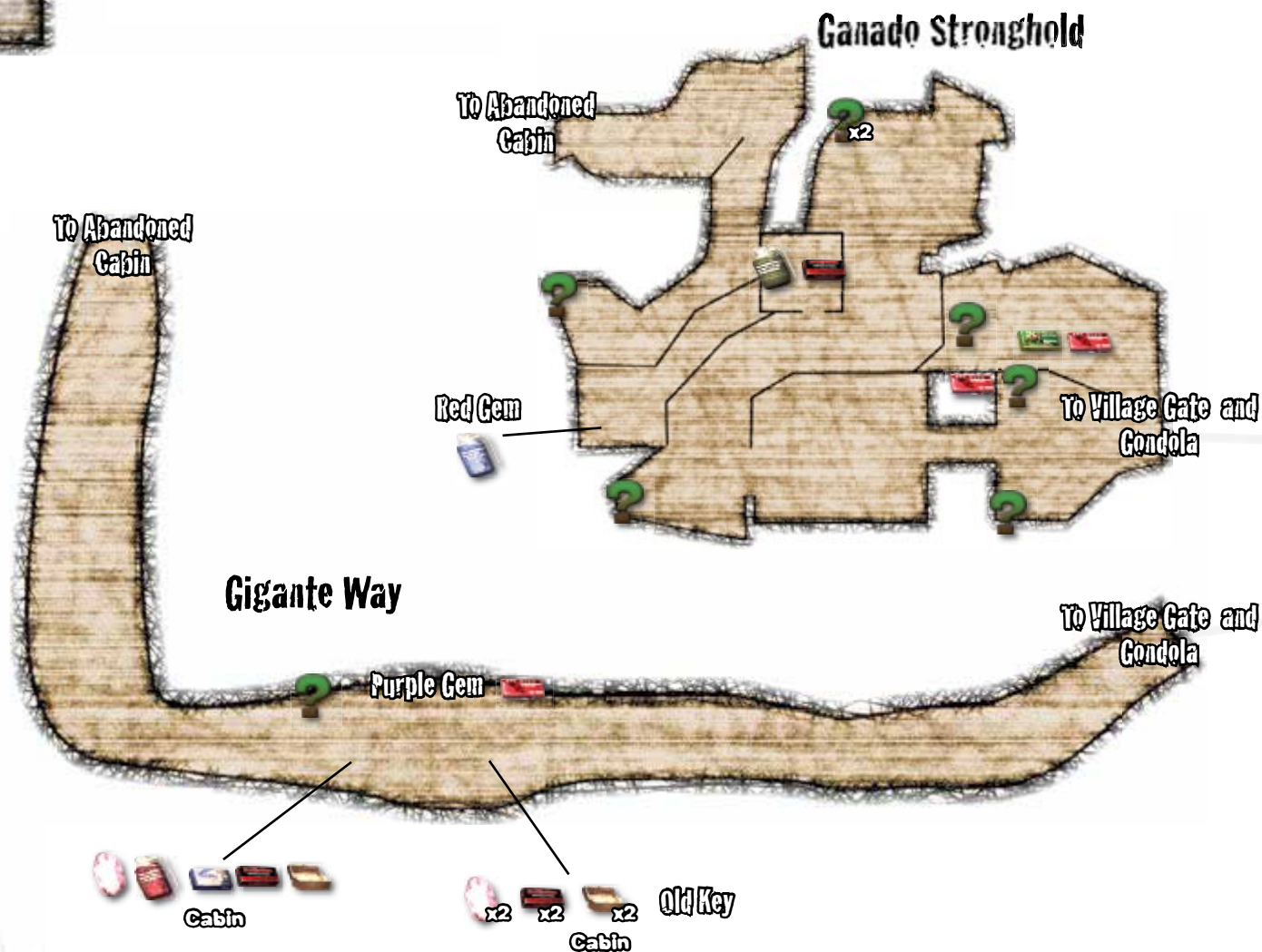
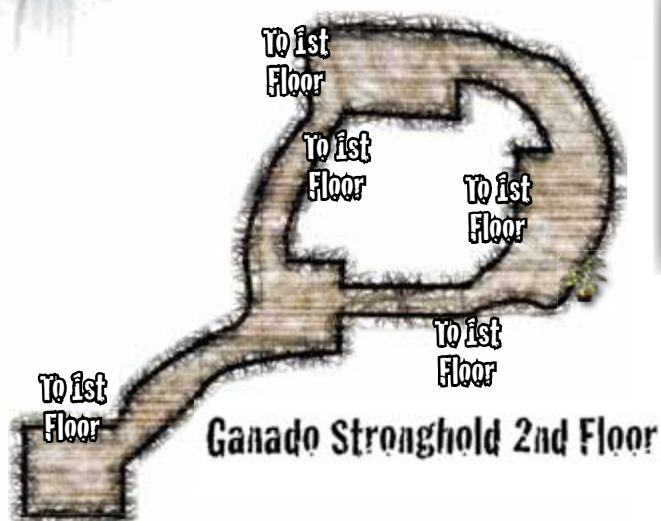
resident evil

Wii edition

Chapter 2-3: Escaping the Village

Leon and Ashley are faced with a choice of two paths that will lead them out of town. Each presents its share of danger, and no matter which one they choose, the two must still get past the Village Chief before they can escape.

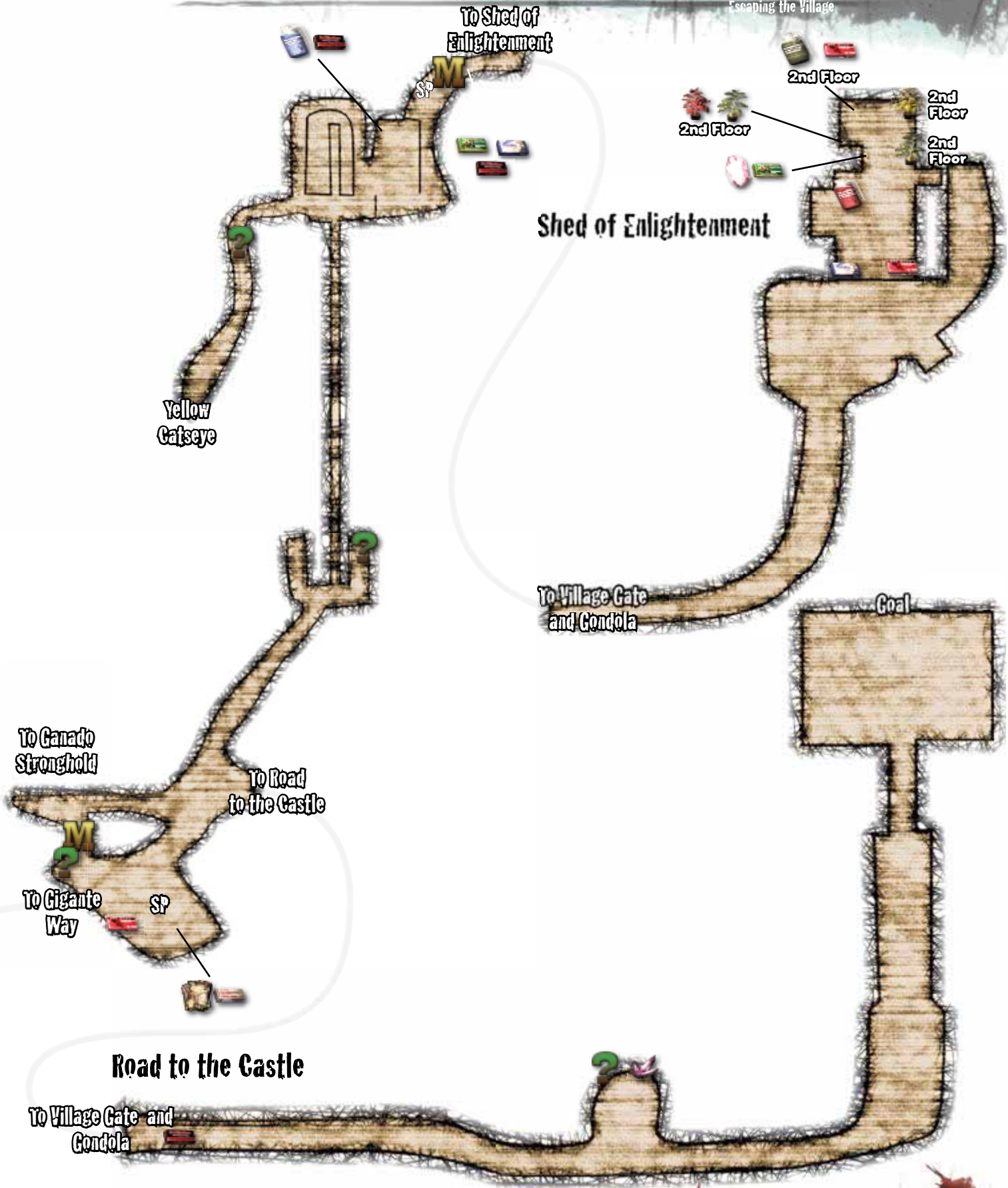
	Document		Magnum Ammo		Save Point
	Flash Grenade		Merchant		Shotgun Ammo
	Green Herb		Peseta Box		Spinel
	Hand Grenade		Random		TMP Ammo
	Handgun Ammo		Red Herb		Yellow Herb
	Incendiary Grenade		Rifle Ammo		



Village Gate and Gondola

The Village

Escaping the Village



Resident Evil

Wii edition



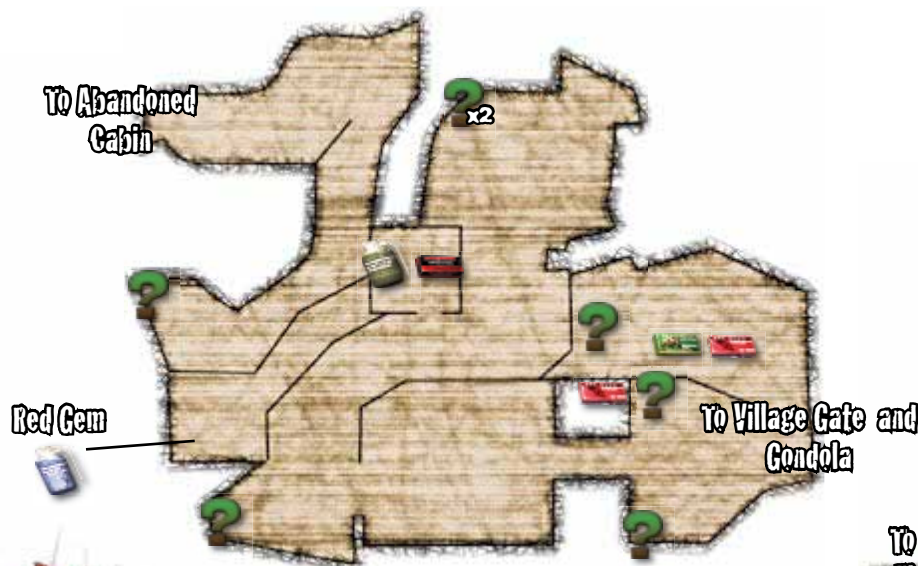
The villagers have left and the abandoned cabin is now secure. Scour the inside of the cabin for any items you may have missed in the struggle before, including possible goodies dropped by dispatched Ganados. Find a few more items in the grounds outside, then speak with the merchant, who has set up shop by a small nearby shed. (The merchant has nothing new to offer.)



Collect and read the **Two Routes** document within the shed, then use the typewriter to save your

progress. The document hints that you must choose one of two paths to escape the village. The east path leads through a dangerous Ganado fortress, while the south path is more straightforward and features a fearsome El Gigante. The choice is yours, but if you're looking for the fastest route, choose the south path through Gigante Way and just bolt for the far exit.

Ganado Stronghold



If you're feeling daring, you can explore both routes. After clearing one path, backtrack to the Abandoned Cabin area and head into the other. This approach is obviously more dangerous and time consuming, but it allows you to collect each path's valuable treasure.

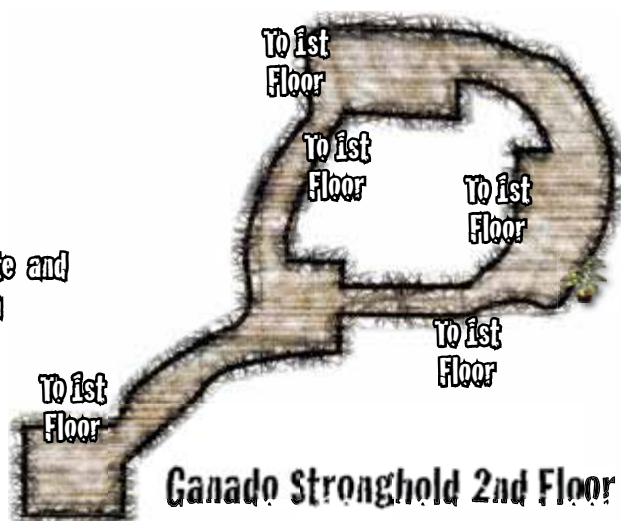


You must manipulate the lever that stands between the two paths in order to access each trail. Pull the lever to the

left to open the path to the Ganado stronghold, or pull it to the right to open the way to the Gigante route. Only one path may be open at a time.



If you're planning on exploring both routes, we recommend starting with the Ganado stronghold to the east. There you can stock up on grenades and ammo to employ against the giant that lurks in the southern path.



The Village

Escaping the Village



Hostiles waste no time in assaulting you the moment you set foot on the trail to the Ganado stronghold. Take

aim at the cart full of explosive barrels on the trail ahead and fire to detonate it, ridding you of the initial group of hostiles. Move forward after the explosion and order Ashley to hide in the nearby trash bin for safety, then back up and take out the next wave of Ganados.



The rifle is a fantastic way of killing Las Plagas that emerge from the villagers' heads.



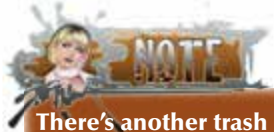
Once you've secured the low road, proceed to its far end to find a ladder. Climb up to reach a network of elevated

walkways patrolled by several Ganados. Keep your distance from these hostiles and use the rifle to pop the heads off of each one in turn. Work slowly and methodically, and be prepared to switch to a handgun in case the sound of your gunfire draws distant Ganados near.



In this area, the background music lets you know when the Ganados have located you. If the music suddenly keys up, look around for a villager headed your way.

After you've secured the walkways, the only place left to go is down. Dropping into the large central pit triggers an intense battle against several more Ganados backed by two chainsaw-wielding hags. Don't drop down there just yet; instead, drop to the southern area to collect handgun and shotgun ammo from barrels and mine carts.



There's another trash bin atop the walkways, but don't bother using it; Ashley's perfectly safe right where she is.

Now you're ready to face the horde. Make sure Leon's in good health and his weapons are fully loaded, then equip the shotgun and return to the upper walkways. Stand on the east side of the central pit, right near the pit's easternmost ladder. Don't knock the ladder down, but drop into the pit as close to the ladder as you can. You want to be right near the ladder so you can climb out of the pit the moment the Ganados come at you.



Ganados suddenly appear on the walkways and jump down to assault Leon the moment he lands in the pit. Two chainsaw-

swinging women also burst onto the scene and attack. When you regain control, immediately turn to face the nearby ladder and then hurry out of the pit. Waste no time in climbing the ladder or Leon's head will be hewn clean off.



After climbing the ladder, turn left and then run straight along the walkway. Head directly for the entry trail near the trash bin in which Ashley's been hiding. Drop to the lower trail and blast any Ganados that get in your way en route.

Resident Evil

Wii edition



Make a stand against the Ganados and chainsaw hags near the trash bin, just as you did when you first entered

the area. Use the shotgun to knock the chainsaw women away each time they close in, following up with incendiary grenades to weaken them and keep other hostiles at bay. Switch to a handgun to deal with weaker foes as necessary. Dish out the punishment until the area is secure once more.

One of the chainsaw women drops an important item, the **Camp Key**. The other hag drops a valuable Ruby. Collect

both items and then return to the central pit. Nothing jumps out at you now; use the Camp Key to open the pit's locked door and proceed to the second half of the campsite.



Be careful when proceeding beyond the door: many more Ganados guard the final gate ahead. Move onward until they notice you, then fall back to the door you just came through and make a stand there, picking apart each Ganado from range as they struggle to navigate the sandbags on the trail. Employ the shotgun and incendiary grenades as needed, and fall back beyond the door should you become overwhelmed.



When the final troop of Ganados is defeated, the entire stronghold is secure. Enter the door in the

wall near the sandbags and smash the wooden boards in the small room beyond to reveal a window. Hop over the window and break apart two barrels at the end of a short trail to claim a flash grenade and Red Gem. Return to the small room and drop through the open hatch in the floor to reach a tiny basement storeroom, from which you may claim a hand grenade and some handgun ammo.



You've found another Ruby. Sell this precious gem to the merchant for some fast cash.

To Abandoned Cabin

Gigante Way

Purple Gem

To Village Gate and Gondola



Cabin



Old Key

Cabin

The Village

Escaping the Village



The path leading south from the abandoned cabin is much smaller and simpler than the Ganado stronghold, but it's also guarded

by a monstrous El Gigante. The passage is divided into three areas, each one separated by a door that features several chains and a huge padlock. The giant doesn't appear until Leon and Ashley reach the first chained door, then it drops in with a roar from behind and gives chase. You have only two options when El Gigante shows up: either stand and combat the giant, or hurry through and escape the area.

If you're here for loot, you definitely want to kill El Gigante in this first section of the trail. Doing so allows you to hunt for items



without having to outrun the monster. This is another easy fight if you're carrying lots of hand and flash grenades: two of the former is all it takes to bring the giant to a knee, allowing Leon to climb its back and carve into its Plaga. Use grenades and heavy weaponry to drop the giant twice, hacking its Plaga eight times on both occasions to finally kill the creature. Collect the gold bars this Gigante coughs up for a total of 15,000 pesetas.



El Gigante's attacks can harm Ashley, so don't leave her in harm's way. If the giant happens to snatch her up, quickly shoot any part of the monster to make it release the girl.

On the other hand, if you just want to make a fast escape, move Leon backward a few steps once El Gigante appears



and then aim at the boulder on the high cliff to the left. Fire at the wooden support beam that holds the boulder in place to send the rock crashing down on top of the giant when it draws near. This stuns the creature for awhile, giving you time to open the door behind you and flee.



A shotgun blast is the fastest way to open the gate. If you're not in a rush, a series of quick knife strikes is almost as fast.

Whether or not you've killed El Gigante, you need to collect the **Old Key** from a cabin in the second portion of the path. Enter the second of two cabins you encounter and collect the Old Key from the ground inside. If time's not a factor, explore both cabins along with the path's north wall to find several other valuables.



El Gigante destroys the two cabins when he stomps through the second portion of the trail. If this occurs, all items inside the cabins are lost except the **Old Key**. That's another good reason to dispatch the monster early on!



A spinel sits inside one of the cabins, just waiting for someone to come along and take it.



With the Old Key in hand, there's nothing stopping you from breaking the chains on the far door and fleeing the area.

However, if you've dealt with the giant and have time to spare, aim at a bucket that hangs overhead near the cabins. Fire at the glittering object in the bucket to knock it to the ground, then collect it for a treasure.



You've found a Purple Gem. Combine this treasure with the Elegant Mask to enhance the value of both pieces.

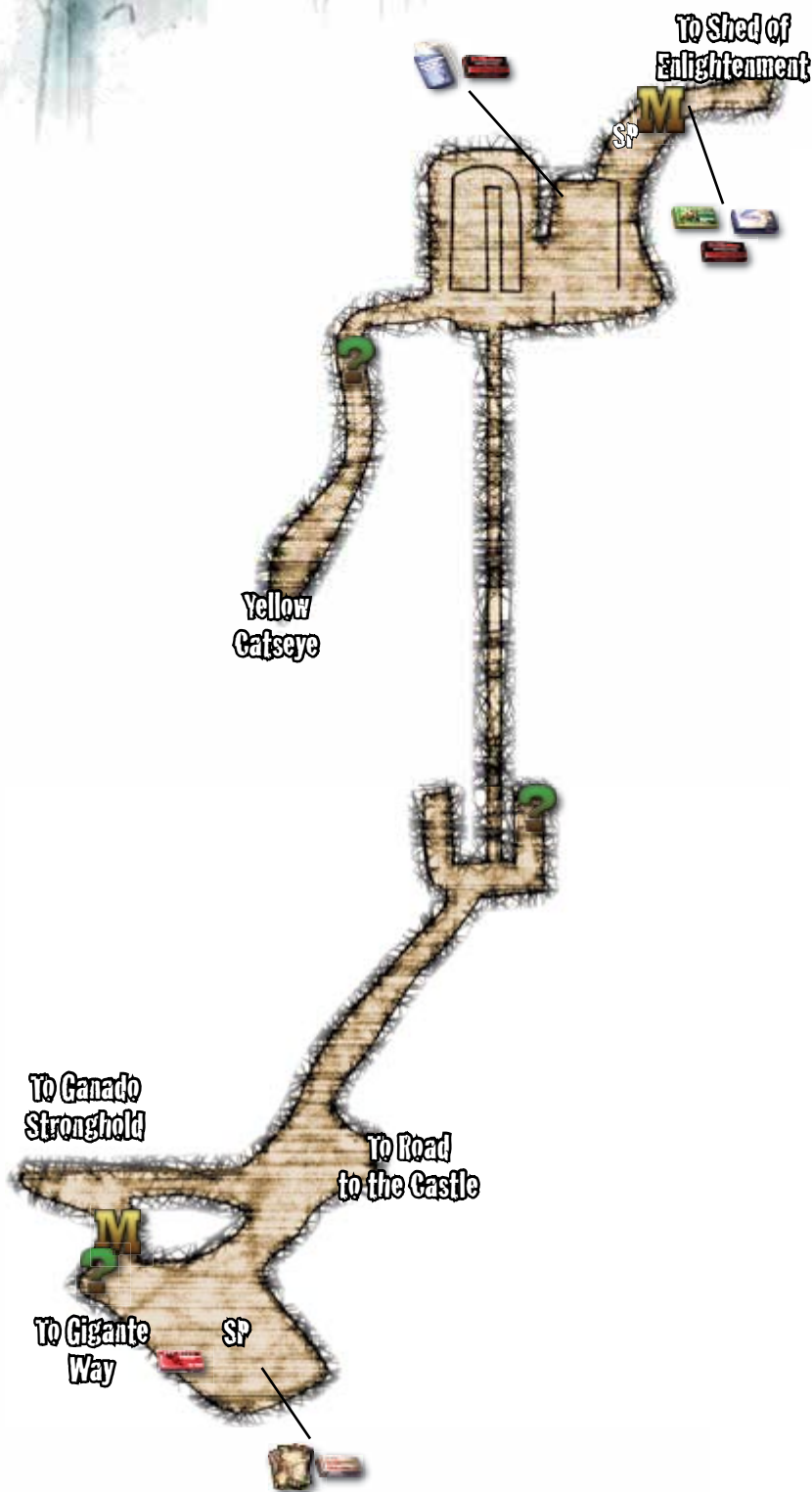


There's another overhead boulder just beyond the cabins. Shoot it down to delay the pursuing giant if need be, but make sure you've obtained the Old Key first!



resident evil
Wii edition

Village Gate and Gondola



No matter which route you chose, you eventually end up near the gate that leads out of the village. You need a special item

to open the village gate, so ignore it for now and search the nearby building for items instead. The merchant near the building doesn't offer anything new, but feel free to speak with him if you like. Save your progress at the typewriter inside the building and then head up the hill to find a running gondola. Check that Leon and Ashley are in good health, make sure Leon's weapons are fully loaded, and then hop aboard.

What follows is a short ride to a remote section of the area. The ride is filled with danger though, as Ganados traveling by in the opposite direction toss hatchets and sickles at Leon and Ashley the whole way. Fortunately, it takes only one shot from any weapon to knock the Ganados off their gondola carts and into the chasm below. Use a handgun to shoot as many as possible from range, switching to the shotgun if a cart full of hostiles gets too close for comfort.



A few Ganados stand on the eaves of the buildings to the left, but they don't hurl their weaponry until Leon and Ashley move near. Keep an eye out for them, but make the hostiles in the gondola carts your primary targets.

Get off the gondola at the end of the line. You're right outside the gondola's control room now; collect items from within the building and then head down the metal stairs nearby. If you're up for a bit of treasure hunting, leave Ashley behind for a moment and explore the cavern you can see from the stairs before continuing onward.



The Village

Escaping the Village



Two TNT Ganados await you just inside the cavern, so proceed with caution. Carefully round the corner and

pick off both creatures with a handgun before they can throw their explosives. You may want to use the shotgun to ensure that you don't miss. Move forward after dispatching the pair, and climb up the ladder beyond.



Take down another Ganado after climbing the ladder and examine the blood-soaked pedestal ahead. Some strange

ritual must have happened here. Open the chest at the far end of the tunnel to collect a Yellow Catseye, then return to Ashley near the metal stairs and continue along the downhill path that follows.



You've found a Yellow Catseye. This is the third and final gemstone you need to return the Beerstein to its full glory.



The trail leads downhill toward another merchant and a typewriter. Collect the boxes of ammo near the merchant, sell your newly completed Beerstein if you like, and then save your progress and proceed through the nearby gate.

Shed of Enlightenment



The trail beyond the gate leads downhill to an old abandoned shed. Sensing danger, Leon asks Ashley to hide somewhere safe while he checks inside. The agent enters the shed fully alert, but is still caught off guard by the evil that awaits him.



Bitores Mendez, the chief of the village, grabs Leon in his iron grip and flings him to the ground one last time. With

inhuman strength, the man then twists together the iron handles of the shed's door, trapping Leon inside. Afterward, as Mendez approaches Leon, be ready to press **A**+**B** or wave the Wii Remote to avoid his forthcoming death blow.

To Village Gate and Gondola

Resident Evil

Wii edition



A successful dodge gives Leon the upper hand; the agent quickly kicks over a drum of oil, then shoots the liquid as it pours over Mendez's feet, causing a violent explosion. Caught by the blast, Mendez can no longer control his rage, and he reveals his true form: a giant, horrific creature that was merely using the village chief's body as its host. The shed goes up in flames as the giant monster looms toward Leon with murderous intent.

Village Chief: Bitores Mendez

Bitores Mendez is an extremely dangerous opponent, by far the greatest threat Leon has faced up to this point. The moment you regain control, perform a quick turn and scale the ladder behind Leon to reach the shed's upper balcony, which runs along the outside walls in a U-shape. Start running along, nabbing a host of valuable items from various nooks and crannies.



Leon isn't completely safe up here; Mendez uses his giant pincerlike

appendages to lash out whenever he lurches within striking distance. He can't see Leon very well from his position on the ground though, and his attacks will always miss if you're quick to dash out of the way. Whenever you hear Mendez roar and extend his pincers in preparation for an assault, quickly run to the opposite side of the balcony to avoid the forthcoming blows.



Mendez's pincer attacks are brutal and often knock Leon to the ground. There are two ladders leading to the balcony; quickly climb the nearest one and be more careful next time.



Threatened
●●●●●

continued on next page

It's quite easy to avoid Mendez's pincer attack once you learn to anticipate it. Keep running from one end of the balcony



to the other, stopping to unload a few handgun rounds into the monster whenever you get the chance. Don't focus on inflicting heavy damage; always give yourself plenty of time to avoid Mendez's pincers. If you're careful and methodical, you can easily make it through this first stage of the fight without suffering any harm or relying on heavier weaponry.



Try to lure Mendez close to the red explosive barrel on the ground floor. After avoiding his next pincer attack, shoot the barrel from the opposite side of the balcony to inflict heavy damage.



After suffering enough damage, Mendez shrugs off his lower body and begins using his giant pincers to swing about

the barn's rafters with improved mobility. To attack, the creature must swing close to Leon to swipe at him with one of his appendages. Equip the shotgun, stand on the balcony, and wait for Mendez to draw near.



When Mendez moves within striking distance, dart to one side to avoid the blow. Then quickly turn and unleash a

few blasts from Leon's shotgun. Mendez doesn't like the result and quickly swings away, only to eventually draw near again. Repeat the same maneuver to prevent Mendez from harming Leon and inflict heavy damage.



Try pelting Mendez with the rifle when he swings off into the smoky distance. Though you can't see the creature through the haze, the red indicators around the rifle's scope let you know when to take the shot.

After suffering significant damage, Mendez finally collapses to the floor. One of his eyes rolls out of its socket and comes



to a rest near his corpse. Check the balcony for items one last time, then drop down to the ground floor. Collect all items from within the shed and then pick up the **False Eye** Mendez dropped.



A spinel is concealed within the explosive barrel on the ground floor. Blast the barrel if you haven't already and claim your prize.



Resident Evil

Wii edition



The flames consuming the shed burn a hole through one of its walls after Leon collects the False Eye, providing a

means of escape. Approach the fiery opening and press **A** to make Leon jump through and reunite with Ashley once more. The two finally have what they need to escape the village. Run up the hill to return to the previous area.



Nothing stands in your way now. Return to the gondola and then ride back up to the village gate. You can open the

gate now; approach it and use Mendez's **False Eye** to activate the retinal scanner, then proceed to the village's final area.

Road to the Castle

To Village Gate and Gondola



You can see a mob of villagers up the road ahead, but ignore them for now. Instead, turn right and nab the handgun

ammo sitting on the crates, then slowly walk up the hill. Before the villagers can mount an assault, one of them starts up a truck and comes barreling downhill. The truck flattens the villagers on the trail; aim a handgun and shoot the driver before the truck gets too close, then back off. The driver slumps forward, yanking the steering wheel and causing the truck to crash right in front of Leon and Ashley.

Proceed up the hill and collect the box of pesetas from the truck bed. Run up the trail until you hear Ganados

emerge from the truck. Teach this final mob a lesson, but be forewarned: almost all of their heads burst open to reveal



Las Plagas. Collect the items dropped by the villagers after the fight and then continue onward, smashing some barrels at the top of the hill for a random prize and a valuable velvet blue.



You've found a velvet blue. These treasures are the second most common next to spinels. Sell them to the merchant for 2,000 pesetas apiece.

The road leads to the foot of a massive stone castle. A vast number of Ganados suddenly appear, giving chase as

Leon and Ashley cross the castle's giant drawbridge. Seeing an opportunity, the two quickly rush to operate a pair of winches near the castle gate, raising the drawbridge and preventing the hostiles from following. Hoping they've found shelter at last, Leon and Ashley head through the gate and into the castle's walls.



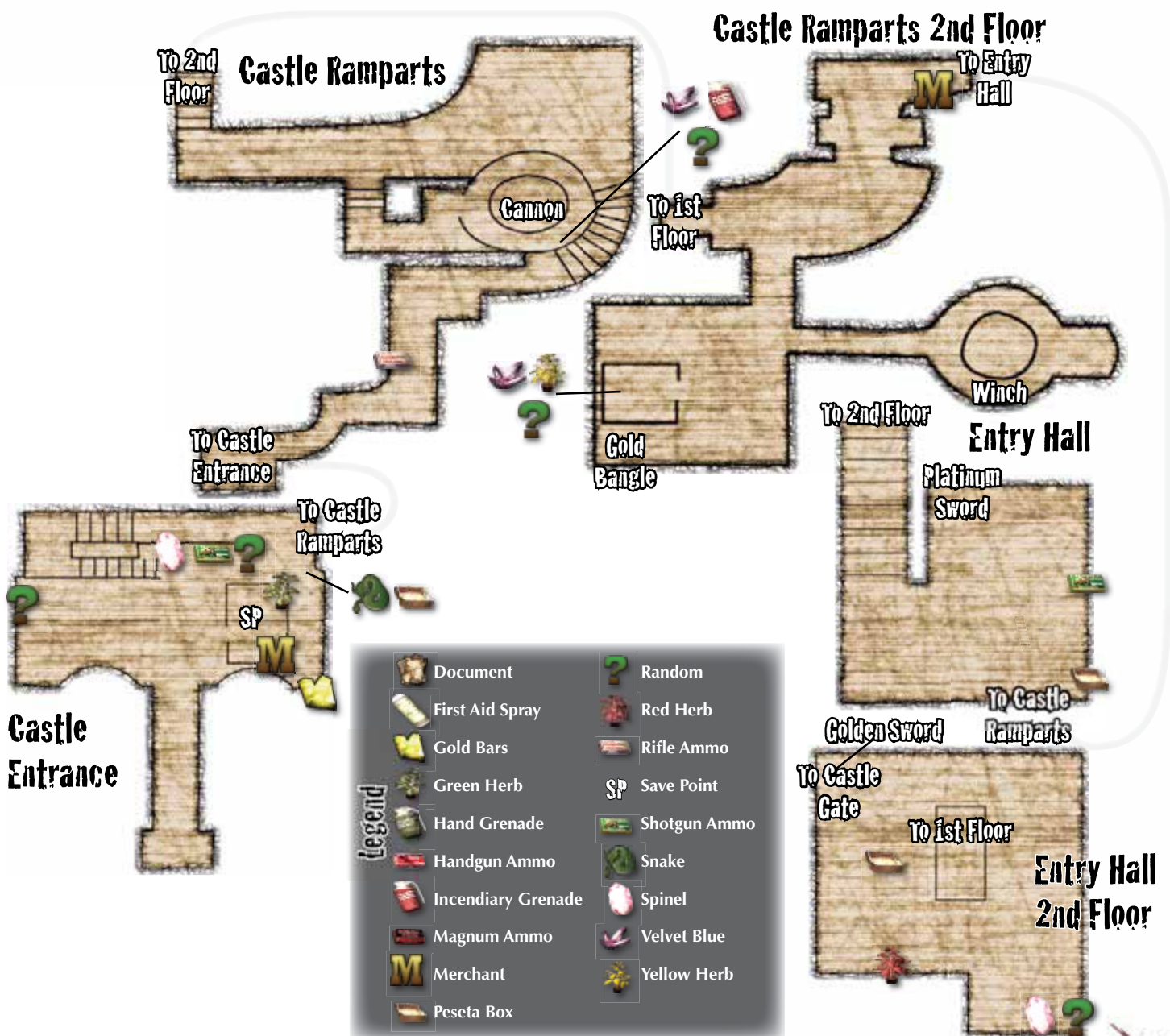
Goal

The Castle

With no place else to turn, Agent Kennedy and Ashley Graham are forced to flee the village by taking shelter within the walls of a giant castle on the outskirts of town. They won't find much solace here, though; the castle teems with cultists and madmen bent on recapturing the First Daughter and tormenting her would-be savior. Leon must keep a constant vigil and be prepared for anything as the two search for a way out of their shared nightmare.

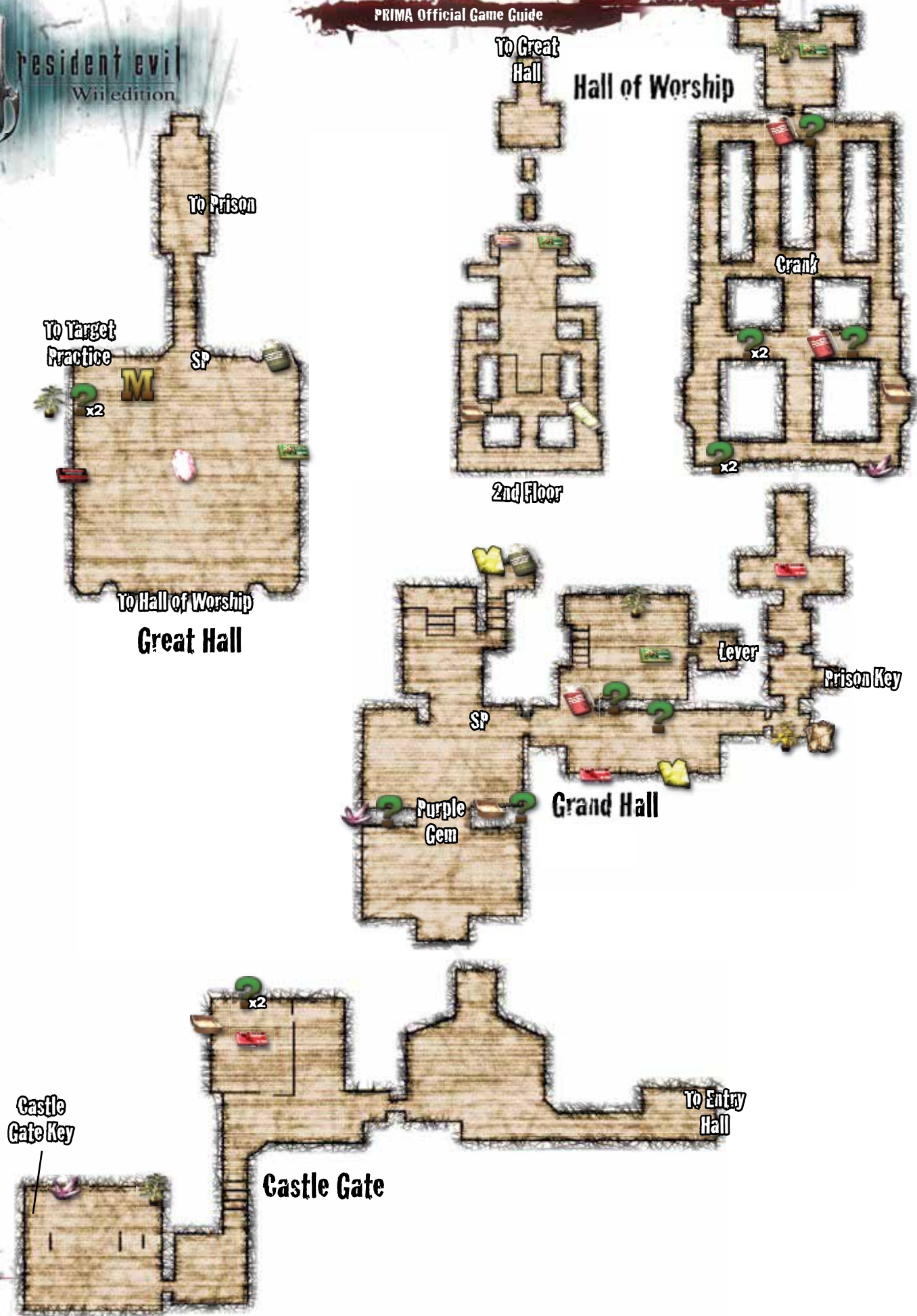
Chapter 3-1: Storming the Castle

Leon and Ashley soon discover that the castle they've entered is every bit as dangerous as the village they've fled. Shortly after their unsettling meeting with the revolting Castellan, Ramon Salazar, Ashley falls into a cunning trap and becomes separated from her protector.



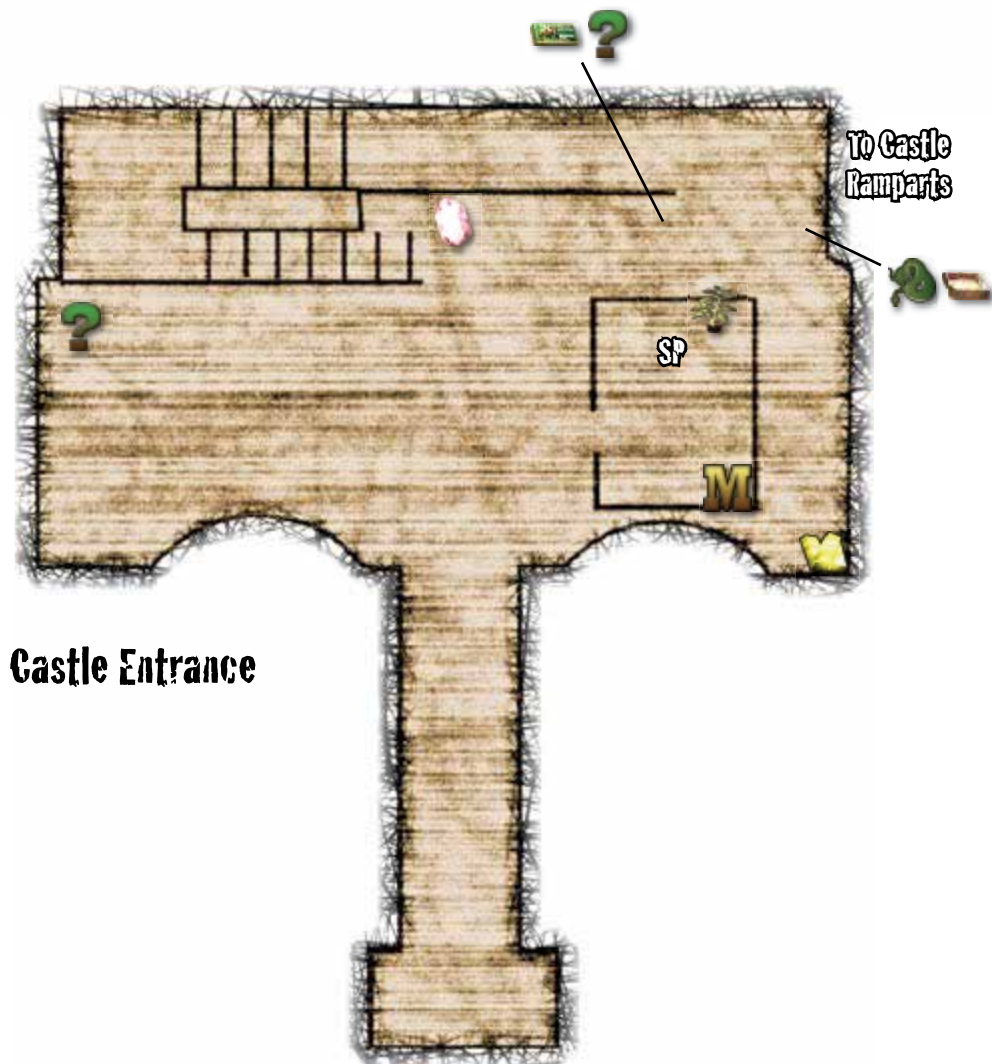


resident evil
Wii edition



The Castle

Storming the Castle



The castle's small entry plaza is free of hostiles and filled with loot. Destroy each wooden box and barrel for items

and pesetas, but be careful because one of the northern boxes contains a snake. Don't miss the chest behind the merchant's shop either, which holds gold bars worth a hefty 5,000 pesetas.

Before heading upstairs, speak with the merchant who has set up shop in the small building close by. The man sells a number of new weapons and offers advanced upgrades for others. Sell all of the treasures you've collected up to this point to fill your pockets with pesetas, then use that money to update your arsenal. The merchant has a variety of wares and you won't have enough cash or space for them all; buy only what you need for now.



Find a spinel inside one of barrels near the stairs, then sell the gem to the nearby merchant for extra funds.

Resident Evil

Wii edition

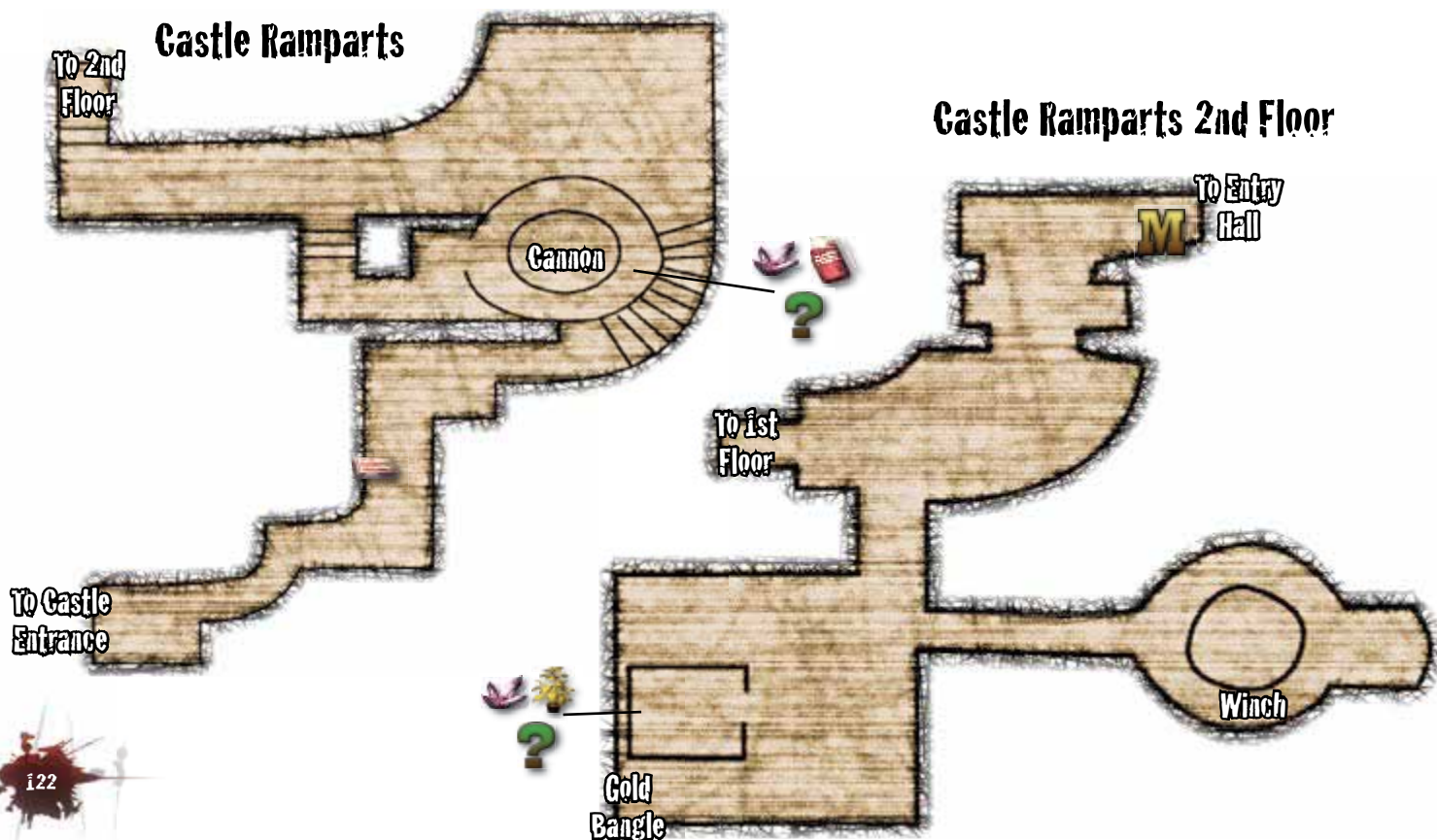
Castle Entrance Merchant

Sell off the shotgun and bolt-action rifle in exchange for the advanced Riot Gun and semi-auto rifle. The choice of buying the Blacktail handgun is up to you; the weapon is a bit faster and easier to handle compared to the Red9, but it can't match the latter's sheer firepower. Buy the larger attaché case so you can carry more items, and also purchase upgrades for all of your weapons except the Riot Gun—there's a better shotgun to be had later on. Finally, avoid buying the Broken Butterfly magnum, as you can find one for free inside the castle.

Item	Cost
Attaché Case L	40,000
Blacktail	24,000
Broken Butterfly	38,000
Mine Thrower	9,800
Rifle (Semi-Auto)	35,000
Riot Gun	32,000
Scope (Mine Thrower)	8,000
Scope (Semi-Auto Rifle)	10,000
Treasure Map (Castle)	6,000

Weapons	New Upgrades	Cost
Blacktail	Firepower Lv.2	15,000
Blacktail	Firing Speed Lv.2	10,000
Blacktail	Reload Speed Lv.2	8,000
Blacktail	Capacity Lv.2	8,000
Broken Butterfly	Firepower Lv.2	25,000
Broken Butterfly	Capacity Lv.2	15,000
Handgun	Firepower Lv.4	15,000
Handgun	Reload Speed Lv.3	10,000
Handgun	Capacity Lv.4	8,000
Mine Thrower	Capacity Lv.2	25,000
Red9	Firepower Lv.3	20,000
Red9	Capacity Lv.3	8,000
Rifle	Firepower Lv.4	20,000
Rifle	Reload Speed Lv.3	18,000
Rifle	Capacity Lv.4	12,000
Rifle (Semi-Auto)	Firepower Lv.2	15,000
Rifle (Semi-Auto)	Reload Speed Lv.2	9,000
Rifle (Semi-Auto)	Capacity Lv.2	10,000
Riot Gun	Firepower Lv.2	20,000
Shotgun	Firepower Lv.4	25,000
Shotgun	Reload Speed Lv.3	15,000
Shotgun	Capacity Lv.4	12,000
TMP	Firepower Lv.4	18,000

Castle Ramparts



The Castle

Storming the Castle



Leon gets a chance to use his newly purchased semi-auto rifle just beyond the entry plaza. A couple of hostile cultists patrol the ramparts ahead. When you come to a crate with a box of rifle ammo sitting on top, aim at the top of the wall ahead to spy the two robed zealots pacing about. Pop each one's head off with the semi-auto rifle for quick kills before moving on.



After dispatching both guards, continue onward and climb a winding staircase. A red-robed cultist on a high wall suddenly activates a catapult, sending a huge fiery boulder crashing down right in front of Leon and Ashley. Remain on the stairs until the smoke clears, then run forward as fast as possible before the next boulder comes crashing down.

First Appearance: Los Illuminados

A cult of religious zealots, Los Illuminados reside within a foreboding castle just outside the village. These madmen have welcomed Las Plagas into their bodies with open arms, and they can often be heard chanting reverently as they patrol their mighty stronghold. Similar in many ways to Los Ganados, Illuminados relentlessly attack Leon on sight with a variety of medieval weapons, including maces, scythes, and crossbows for ranged assaults. They often appear in groups, attempting to flank Leon and recapture Ashley so their mysterious master's vile plot can succeed.



Turn left before passing through an archway, and duck down some stairs to reach the rampart that the two cultists you recently dispatched were patrolling. Pick up any items the cultists may have dropped, then examine the circular chamber nearby. Leon notices a large cannon and thinks it may come in handy if he could only raise it up somehow. Smash the barrels behind the cannon for goodies and then exit the chamber. Run through the archway ahead and then up a flight of stairs to reach the area's upper level.



A velvet blue hides inside one of the barrels near the cannon.

All hell breaks loose on the upper ramparts; four catapults on the surrounding walls begin hurling flaming boulders toward

Leon and Ashley. You can't be struck while standing on the stairs, so pause for a moment when you reach the top step. Turn right and aim through a small notch in the wall. Sight a remote catapult in the distance with your rifle and shoot the explosive barrel next to it. The resulting explosion destroys the device, ending the threat it posed. One down, three to go!



resident evil

Wii edition



Wait for a break between boulders, then dash straight ahead from the top of the stairs, running to take up position next

to the nearby gate to the left. Two catapults stand just above the gate, one at either side of the structure. They can't hit you as long as you stand near the gate, and neither can the other catapult that sits on a rampart above the stairs you've just climbed. From your new position of safety, aim at the lone catapult above the stairs and pop its explosive barrel to obliterate it.



With the second catapult destroyed, you now only need to worry about the two above the gate. Equip the Riot Gun,

then run back toward the stairs. Turn left just before you reach the stairs, then dash to safety inside a small storeroom nearby. The catapults above the gate fire at you as you head for the storeroom, so waste no time in getting there. A robed zealot wearing a metal mask guards the small room; blast him in the chest with your shotgun until he's no more.



Cultists who wear masks or helms are invulnerable to headshots. Aim for their legs, arms, and torsos instead.

Loot the tiny storeroom for items, and don't miss the velvet blue or yellow herb. Be ready to blast any cultists that suddenly enter the room and assault you; the sound of their chanting usually gives them away. After looting the room and dealing with any nearby hostiles, take aim through the room's window at the catapult that stands to the left side of the gate. Again, hit the barrel near the catapult to detonate it.



Only the catapult to the right side of the gate remains, but first, there's treasure to be had. Equip the Riot Gun and

exit the room. Turn right and search the alley next to the storeroom to find a small chest. You can't be hit by the final catapult from here, so open the chest to claim a valuable Gold Bangle prize.



You've found a Gold Bangle. This treasure can't be combined with others, so feel free to sell it to the merchant the next time you cross paths.

Now for that last cannon. Equip the semi-auto rifle and then run across a nearby walkway, heading for a small circular



structure. The catapult fires at you as you near the building; quickly run around the circular pit and duck into the structure for cover. The building won't provide shelter against the flaming boulders for long, so immediately take aim at the catapult above the gate. There's no explosive barrel to hit, so you must shoot and kill the robed cultist who operates the catapult instead.



The area is now secure; no more catapults will fire at you. The north gate is still locked, however; to open it, approach the winch near the circular pit and press **A** to begin using it. Rotate the Wii Remote in a circular pattern as indicated to make Leon turn the winch, raising the cannon you noticed awhile ago. Once it's raised, approach the cannon and press **A** to fire it. No aiming is required; the cannonball smashes into the gate, bashing it apart and creating a way forward.



You've found another velvet blue. These add up fast!

The Castle

Storming the Castle



Run through the destroyed gate, heading deeper into the castle walls. The merchant got ahead of you somehow and stands just beyond the gate, offering a new firepower upgrade for the Riot Gun. When you've finished conducting business, proceed through the door beyond the merchant to reach the next area.

Castle Ramparts Merchant

The merchant offers no new items and only one new upgrade for the Riot Gun at this location. Don't purchase the upgrade unless you really need it; the Riot Gun isn't the best shotgun you can find and therefore shouldn't receive any tune ups.

New Upgrades		
Weapon	Upgrade	Cost
Riot Gun	Firepower Lv.3	24,000

To 2nd Floor

Entry Hall

Platinum
Sword

To Castle
Ramparts

Golden Sword

To Castle
Gate

To 1st Floor

Entry Hall 2nd Floor



Leon receives a transmission from Hunnigan upon entering this small chamber, but the feed is cut short before

she can give any advice. You'll just have to carry on without her; collect items from the ground floor of the chamber, including a strange **Platinum Sword** that's mounted on a gold plate against the far wall. Head upstairs afterward to explore the chamber's second floor.



Cultists waiting on the second floor suddenly attack as you climb the stairs. Fire on the robed men as they

approach, and try to keep them pinned down on the narrow staircase so they can't surround you. Stand your ground and defeat the small group of zealots before moving upstairs.

resident evil

Wii edition

Los Illuminados attack much more powerfully than Los Ganados. Target their legs to immobilize them and don't let them close in.

Shortly after you reach the second floor, another group of zealots enters the chamber from the lower level. A red-

robed leader remains on the ground floor, sending his goons up to assault you. Back into a corner and unload on the cultists as they filter up the stairs, dropping each one in turn. There are more cultists to deal with this time around so keep them stunned and employ the Riot Gun as needed.



When the cultists finally stop coming, move to the top of the stairs and aim at the red-robed leader on the ground floor.

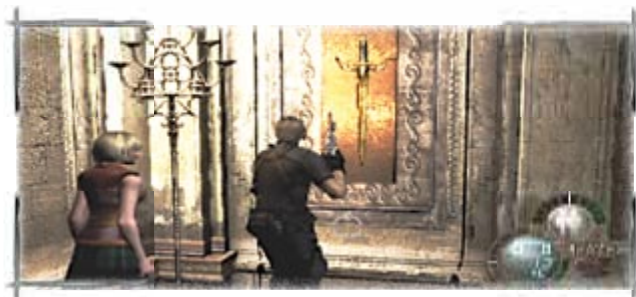
The man doesn't pursue you, so simply pop his head off with a shot from the semi-auto rifle. A disgusting worm-like Plaga erupts from the man's head; pelt the parasite with a second rifle round to splatter it.

First Appearance: Las Plagas—Worm



This second brand of parasite resembles a fat, disgusting worm. Worm-like Plagas can kill Leon in a blink just by lunging forward and biting off his head, so keep your distance at all times. Pelt Plaga worms with a handgun from range or blast them with a rifle for fast kills. If one of these deadly parasites suddenly bursts out of a nearby Illuminado, use a shotgun to knock it away or simply turn and run.

Threat Level
●●○○○



The chamber is now free of hostiles. Finish scouring the second floor for items, then approach another sword that's mounted to a plate on the wall. Take the **Golden Sword** from here and replace it with the **Platinum Sword** you acquired from the ground floor. Then head downstairs and insert the Golden Sword into the vacant gold plate. This causes the platinum plate to slide away, revealing a hidden door on the second floor. Head upstairs and proceed through the newfound door.

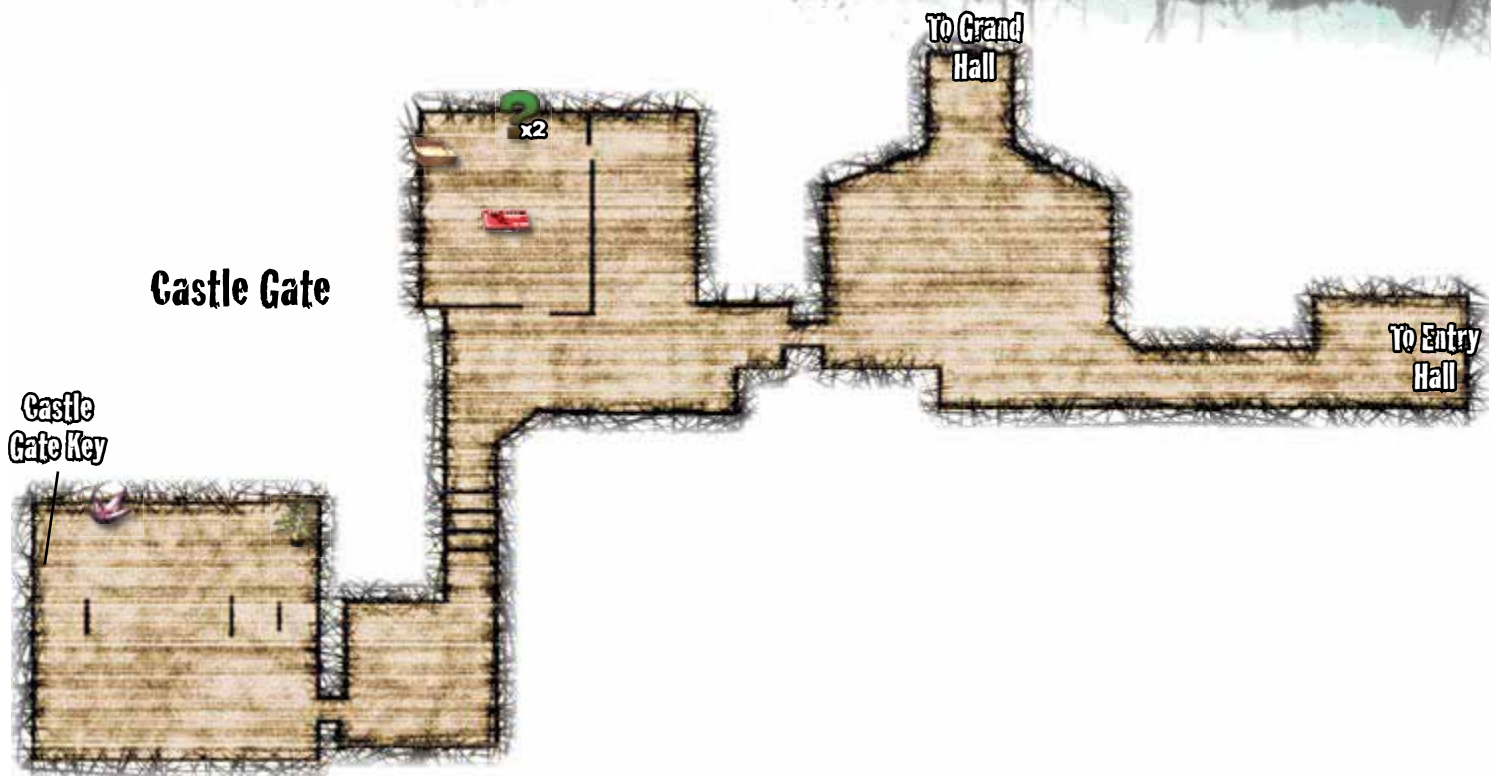


A spinel rests inside a wooden box on the second floor.



The Castle

Storming the Castle



Leon and Ashley have a brief run-in with Luis Sera as they approach the final gate leading into the castle.

Sera is excited about bringing something to them, but only until he realizes he must have dropped whatever he had while running away from Los Illuminados. With a sigh, Luis heads off to find the item he dropped, leaving Leon and Ashley once more.

When the Illuminados finally stop pouring out of the barracks, enter the building from the east door, near which stands an explosive barrel. Deal with any cultists who remain inside the building, then equip the rifle and aim through the room's tiny window. A crossbow-wielding Illuminado stands atop the wall outside; decapitate him from this safe vantage.



The two find the castle's main gate locked. They'll have to find the key. Equip the rifle, approach the small door to

the west, and open it quietly. Aim at the Illuminado on the path ahead and then take his head off. The gunshot attracts attention from other cultists inside the nearby barracks, who pour out to attack. Pause for a moment and make a stand near the door, dispatching each zealot who approaches. Retreat through the door if things become too hairy, and use it to slow the cultists' advance.



Equip a shotgun, exit the barracks, and head down the nearby flight of stairs. Two shield-toting cultists round

a corner at the bottom of the steps and move toward Leon and Ashley with lethal intent. Take aim and let them close in, then unleash the Riot Gun to smash apart their shields and knock them back a few steps. Follow up with a second blast to knock the men to the ground, then switch to a handgun and finish them off.

Resident Evil

Wii edition



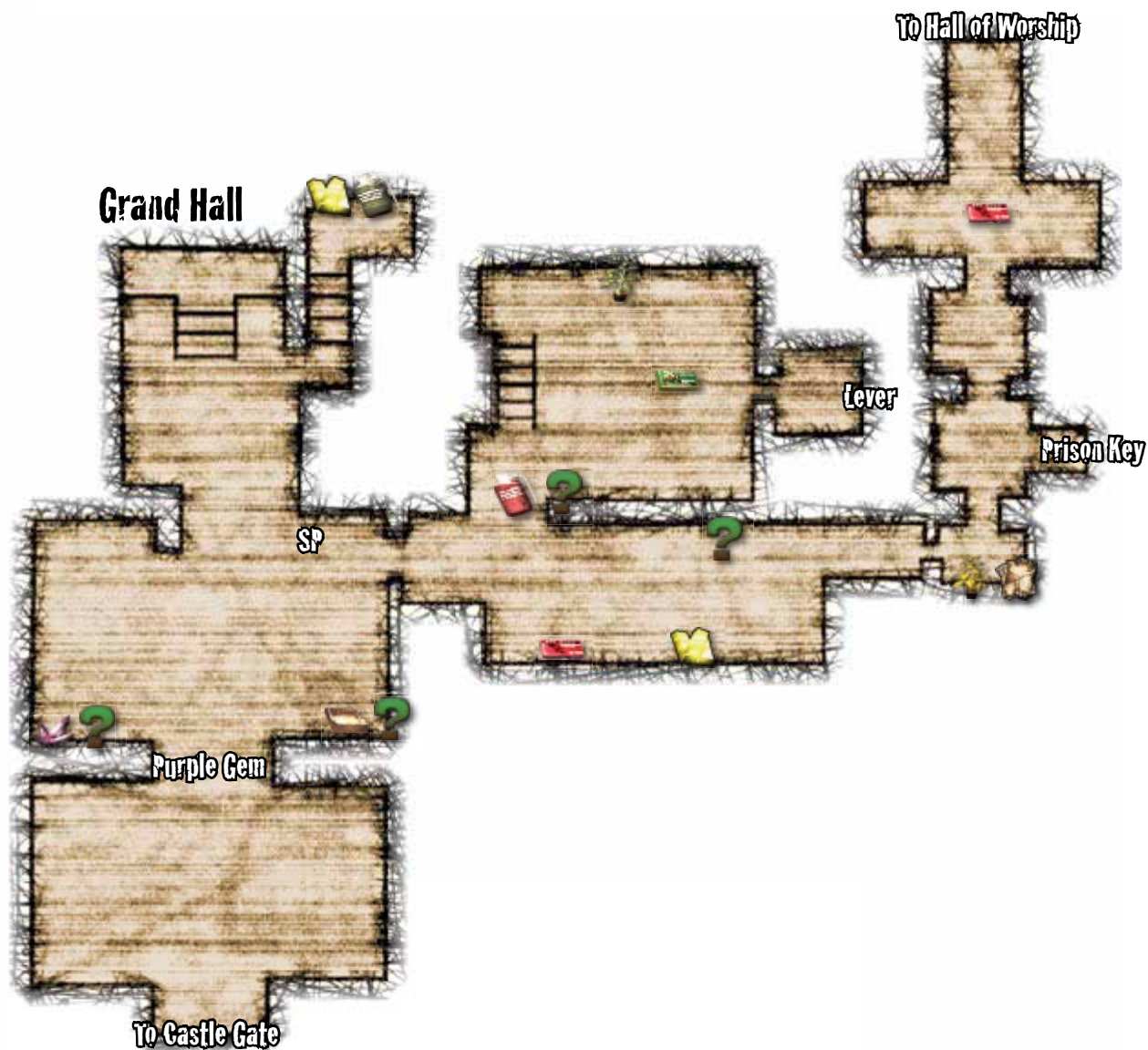
The area is now secure, but you still haven't found a way to unlock the main gate. Enter the west chamber and loot it. A small chest rests on a shelf inside the room; open it to claim the **Castle Gate Key**, but be prepared: a swarm of Illuminados barge into the room the moment you take the key. Make sure Leon and Ashley are in good health and have the Riot Gun at the ready.



If you're quick on the draw, turn and shoot the exploding barrel near the door to kill one group of cultists as they enter the room.

The cultists rush at you from two different angles, making this a tough fight to survive without losing health. Use the

Riot Gun almost exclusively to keep the madmen at bay. Incendiary grenades can help prevent the zealots from reaching you, so feel free to toss a few. Repel the attackers to secure the area once more, then return to the main gate and use the **Castle Gate Key** to unlock it.



The Castle

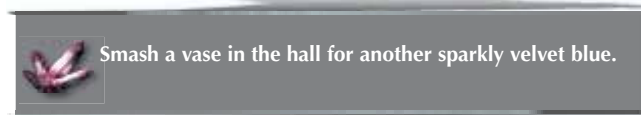
Storming the Castle



The castle's main gate leads into a grand hall, where Leon and Ashley get their first brief audience with the lord of the castle,

a grotesque imp named Ramon Salazar. The introductions aren't pleasant, but there's no immediate threat; Salazar seems quite confident that his minions will take care of the two in time. After the meeting, explore the hall and smash the various vases for items, including a velvet blue.

The door opens into a decorative corridor that overlooks a filthy prison. The prison's door is locked, so ignore it for now and search the hallway for items instead. Knock the portrait on the wall aside to reveal a small alcove containing gold bars. Nab the gold bars for a fast 5,000 pesetas and then continue east down the corridor.



Smash a vase in the hall for another sparkly velvet blue.



Any chance of following Salazar is ruined when Leon nears the north end of the hall; a giant wall is raised, sealing off the northern passage. The wall features a decorative plaque, but something seems to be missing from the picture. Perhaps a thorough search of the castle will turn up the missing piece and allow you to catch up with Salazar.

After examining the plaque, turn around and aim at the high archway overhead. Something's sparkling on the wall up there; shoot it down with a handgun and collect the treasure, then save your progress at the nearby typewriter. The hall's west door is locked tight, so head through the east door to proceed.



You've found another Purple Gem. As you know, this treasure can be combined with the Elegant Mask for added value. Now you just need to find another one of those!



Don't shoot the overhead lantern; it'll come in handy later.

Collect and read the document at the end of the hallway entitled **Capture Luis Sera**.

The message provides a bit more insight into Luis's involvement, and hints at the possibility of a mysterious third party whose motives are unknown even to Los Illuminados. Smash the nearby barrels for a precious yellow herb, then round the corner and continue down the corridor until you encounter two fire-spewing dragon statues whose flames block your path. You've no way of bypassing the flames, so examine the nearby painting in the east alcove instead to find a **Prison Key**.



Backtrack toward the locked door you noticed earlier that leads down to a dingy prison. Before opening

the door, equip a rifle and aim through one of the windows that overlooks the prison. Spy a box of shotgun ammo that sits atop one of the beams near the prison's ceiling, then switch to a handgun and fire to knock the ammo box to the ground. Now approach the prison door and unlock it with the **Prison Key** you just found. Press **+** to order Ashley to wait upstairs while you move Leon to investigate the prison.

resident evil

Wii edition



In the prison chamber, pick up the shotgun ammo you knocked down from the beam and collect a green herb from

a north corner. Notice two ornate bells on the walls, but don't do anything to them just yet. Approach the lone cell on the east wall and examine its occupant: a frightening man whose eyes have been sewn shut. Kick open the cell door and slowly approach the prisoner, who suddenly springs to life. Perform a quick turn and then run out of the cell the moment the prisoner lunges forward. Stop running when you reach the stairs, then turn around to face the monster, and slowly walk toward it again.



Without the ability to see, the prisoner must hunt for Leon by sound alone. Leon is completely silent when walking about, but his footfalls alert the Garrador when he runs. The sound of Leon's gunshots or vocal commands to Ashley also alert the creature to his presence. When the Garrador hears Leon move, fire, or speak to Ashley, it rushes forward to attack. Bolt to one side or the other to avoid the forthcoming onslaught, then start walking again once you're out of harm's way.

First Appearance: Garrador

The eyes of these large, frightening men have been removed and sewn shut, forcing Garradors to hunt by sound alone. These men slowly walk about until a hasty footfall or wayward gunshot gives away their quarry's location. Once an intruder has been detected, the Garrador rushes forward with furious speed, slashing wildly with its retractable claws.

This fast attack is often fatal, so it's critical to remain utterly silent when faced with a Garrador. Walk circles around them and punish the Plaga on their backs, their only weak spot.

Threat level



Walk circles around the Garrador, shooting at the exposed Plaga on the creature's back. To end the fight quickly, use the semi-auto rifle; its great firepower and handy scope let you inflict heavy damage with good accuracy. To simplify the task of outmaneuvering the Garrador, use the handgun and fire at one of the two bells in the prison walls. The bell's ringing draws the Garrador's ire, and it rushes to attack. Fire on the Garrador's exposed Plaga when its claws become stuck in the wall.



Walking upstairs causes the prison door to close, trapping you inside. If you left Ashley behind, you can use this to your advantage: stand near walls and press \oplus to issue commands to Ashley, then avoid the Garrador when it rushes toward the sound of Leon's voice. Afterward, spin and fire on the monster's Plaga while its claws are stuck in the wall.



Collect the 15,000 pesetas the Garrador drops, then approach the lever inside its former cell and pull it to shut off

the fire-spewing dragon statues in the previous hall. Head upstairs afterward and order Ashley to follow Leon once more, then quickly take aim at the lantern that hangs from the ceiling. When a group of cultists rushes forward from the far end of the hall, shoot the lantern to send it crashing down on their heads, scorching the madmen with flames. Finish off any stragglers and then continue down the hall.

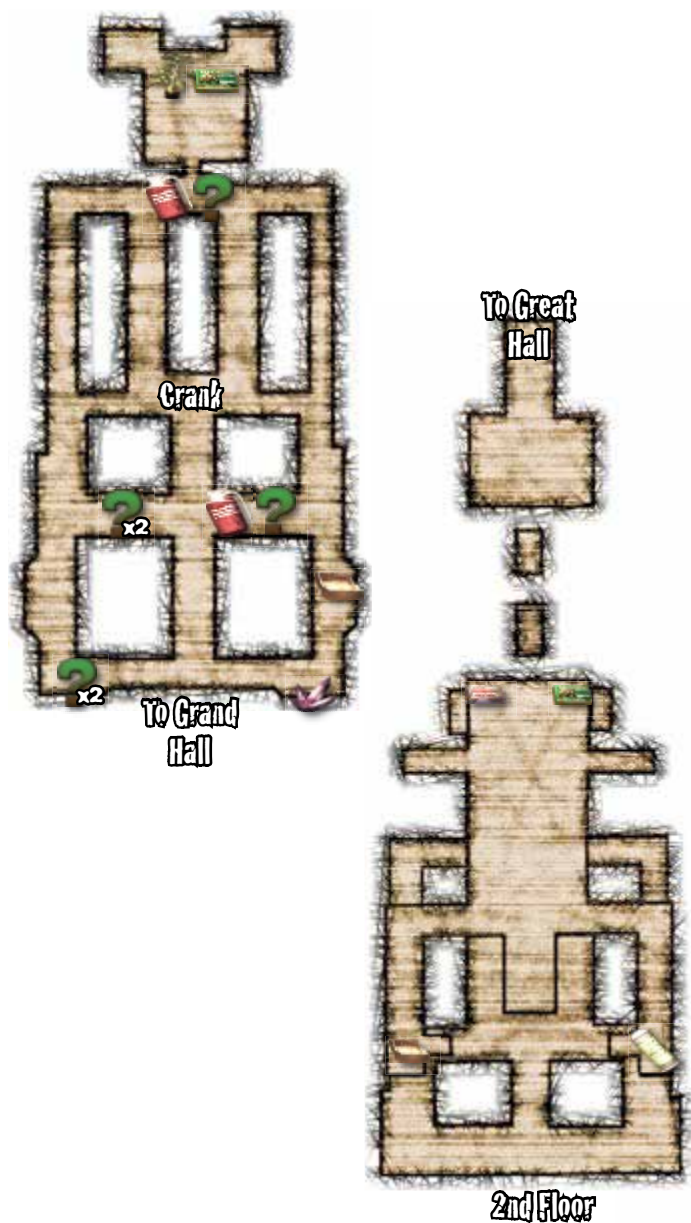
The Castle

Storming the Castle



Be careful when turning the corner at the end of the hallway; three more cultists lie in wait near the dragon statues, and one is armed with dynamite. The other two cultists wield crossbows, making this a dangerous shootout. Peer around the corner and use the handgun to pop shots at the men without exposing Leon to their return fire. Clear the hall and then move forward into a small chamber at the north end. Dispatch any Illuminados lingering in the chamber and grab the handgun ammo from between the pillars. Make a quick health and ammo check, then proceed through the giant north door.

Hall of Worship



Leon and Ashley encounter stiff resistance from Los Illuminados in this giant chamber: a host of cultists await them just inside.

There's nowhere to hide, so quickly run either left or right and then back into one of the chamber's southern corners for a bit of defense. Fire on the zealots as they close in, and don't spare the heavy weaponry; employ the shotgun and rifle as often as needed, periodically tossing grenades to wipe out clusters of hostiles at a time.

Many more cultists storm into the chamber once you thin the initial herd. Keep to the room's southern corners



and continue blasting the madmen away. A powerful red-robed leader eventually joins the assault. Be wary, because the leader's head will burst apart to reveal a worm-like Las Plagas once he suffers enough damage. Repel the cultists, collect the 4,500 pesetas dropped by their leader, then scour the southern half of the chamber for items.



Smash a vase at the south end of the room for a valuable velvet blue.

resident evil

Wii edition



After pillaging the area, cross the room and head downstairs. Be ready to dispatch any zealots lingering in the lower

corridor as you move to a small north chamber. There are two yellow pressure plates in the chamber's northeast and northwest corners. Stand on one of them and then press **⊕** to order Ashley to wait there. Then move Leon to the other pressure plate to trigger a mechanism: a crank is raised in the hall upstairs.



Order Ashley to Leon's side after completing the pressure plate puzzle. Remain in one corner of the small room and wait for several Illuminados to enter and attack. The hostiles drop from a large hole in the ceiling as well as enter through the room's door. It may take awhile for them to show up, so sit tight and be ready.



When you no longer hear the sounds of Illuminados chanting, it's safe to assume the cultists have stopped coming.

Wait a moment to make sure, then open the door and check the hall outside. Dispatch any cultists lingering in the hall, and then head upstairs to examine the crank you've just raised. Have Leon turn the crank and rotate the Wii Remote to lend him a hand. Turning the crank lowers a nearby ramp, allowing you to explore the chamber's upper floor.

Ashley notices another pair of cranks standing atop the chamber's tallest balcony. There's no way for Leon to reach these,

so he has to boost Ashley up to reach them instead. First pilfer items from the east and west side halls to collect a valuable first aid spray. Then smash the large vases at the central platform for rifle and shotgun ammo, which will soon come in handy. Afterward, approach one of the ledges and press **Ⓐ** to boost Ashley up onto the balcony.



Ashley runs to the nearest crank and begins turning it. More zealots then enter the area through the balcony doors

and move to capture her. Leon must cover Ashley with his rifle while she activates both cranks, but it won't be easy; more cultists rush in to assault him as well. Take up position in one corner of the northernmost platform and then use the rifle to decapitate Ashley's would-be captors. If one of the hostiles grabs Ashley, quickly fire at his legs to drop him before he reaches an exit door. Use the Riot Gun to blast away any cultists who approach Leon, and quickly return your attention to Ashley.

Ashley moves to the edge of the nearest ledge and calls to Leon once she's finished turning both cranks. Run to her and press **Ⓐ** to catch her, then dash north, heading for the two platforms Ashley's recent crank-turning has raised. Jump across the platforms and flee this frightening area through the far northern door.



The Castle

Storming the Castle



That statue doesn't need its spinel anymore; sell it to the nearby merchant for gain.

The merchant is present in the hall as well; he stands near an odd blue door. Speak with the man and purchase upgrades for your weapons as you see fit. Also, if you're up for a bit of fun, enter the blue door beyond the merchant to participate in an easy (and profitable) target practice minigame. See the following sidebar for complete details on how to win big.



Great Hall



Out of one hall and into another, Leon and Ashley find themselves in this giant chamber. No cultists are here, so take a

moment to explore the area and collect a variety of useful items, including a green herb, shotgun and handgun ammo, and a hand grenade hidden inside a small chest. Notice the statues that hang from the ceiling as well; fire at the glittering eye of one statue to free a spinel.

Great Hall Merchant

The merchant offers a wide variety of upgrades at this location, but no new items. If you're still carrying the Red9, be sure to purchase upgrades for the firearm to further enhance its stats. Also tune up the semi-auto rifle for improved firepower and ammo storage. Everything else is largely unnecessary, so save the rest of your coin for future dealings.

New Upgrades		
Weapon	Upgrade	Cost
Handgun	Firepower Lv.5	18,000
Handgun	Firing Speed Lv.3	15,000
Handgun	Capacity Lv.5	10,000
Punisher	Firepower Lv.4	20,000
Punisher	Firing Speed Lv.3	20,000
Punisher	Reload Speed Lv.3	18,000
Punisher	Capacity Lv.4	15,000
Red9	Firepower Lv.4	24,000
Red9	Firing Speed Lv.3	15,000
Red9	Reload Speed Lv.3	10,000
Red9	Capacity Lv.4	12,000
Rifle	Firepower Lv.5	25,000
Rifle	Capacity Lv.5	18,000
Rifle (Semi-Auto)	Firepower Lv.3	18,000
Rifle (Semi-Auto)	Capacity Lv.3	12,000
Riot Gun	Reload Speed Lv.2	7,000
Riot Gun	Capacity Lv.2	10,000
TMP	Firepower Lv.5	24,000
TMP	Reload Speed Lv.3	15,000

Resident Evil

Wii edition

Target Practice: Game A

Enter the blue door engraved with twin antique handguns to visit a small shooting gallery run by the merchant.



Pick up and read the **Target Practice** document on the counter to learn the basics of how the game works, then speak with the man behind the counter to choose your weapon load out: rapid-fire or sniping.



None of Leon's ammo is used during target practice. The merchant provides the weapons and unlimited ammo.



Choose the rapid-fire weaponry and equip the TMP. You may not have used this weapon yet, but it's perfect for target practice. Enter the shooting range beyond the merchant, step up to the counter, and then ring the bell to start the game. Wooden targets then begin to pop up; shoot each one down to score points.



Male villagers are worth 50 points and female villagers are worth 100. Headshots are worth twice as many points as body shots. Shooting an Ashley target deducts 1,000 points, so don't hit the poor girl! Game A

is quite simple, so challenge yourself by attempting to score headshots on each target for bonus points. Try to fire just one round from the TMP against each target as well to conserve ammo and avoid misses. Not missing is important: if you shoot down five targets in a row without a miss, the background opens up to reveal a distant bonus target. Pop the target to cause a giant explosion and earn 500 extra points.

The game ends after all 25 targets have sprung up and been shot back down. There's usually a brief reload period halfway through the game as well. Scoring over 3,000 points earns you a special **bottle cap** prize, which you may collect at any time by exiting the range and speaking with the merchant behind the counter. There are four different target practice games to beat ("A" through "D") and you can win up to six bottle caps from each one. You can only play Game A for now; the next range you visit will feature Games A and B, and so on. Visit the **Keys/Treasures** portion of the subscreen to view all of the bottle caps you've won.



Each game also features a special bottle cap you can earn by either shooting all 25 targets or by scoring more

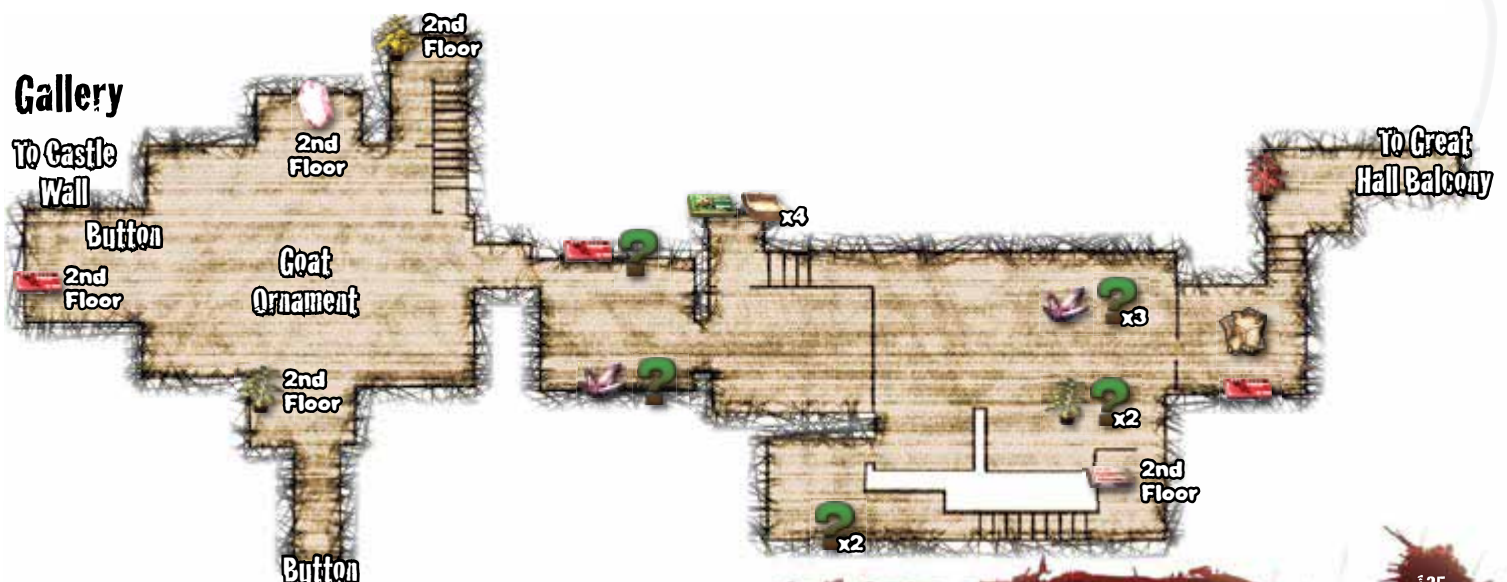
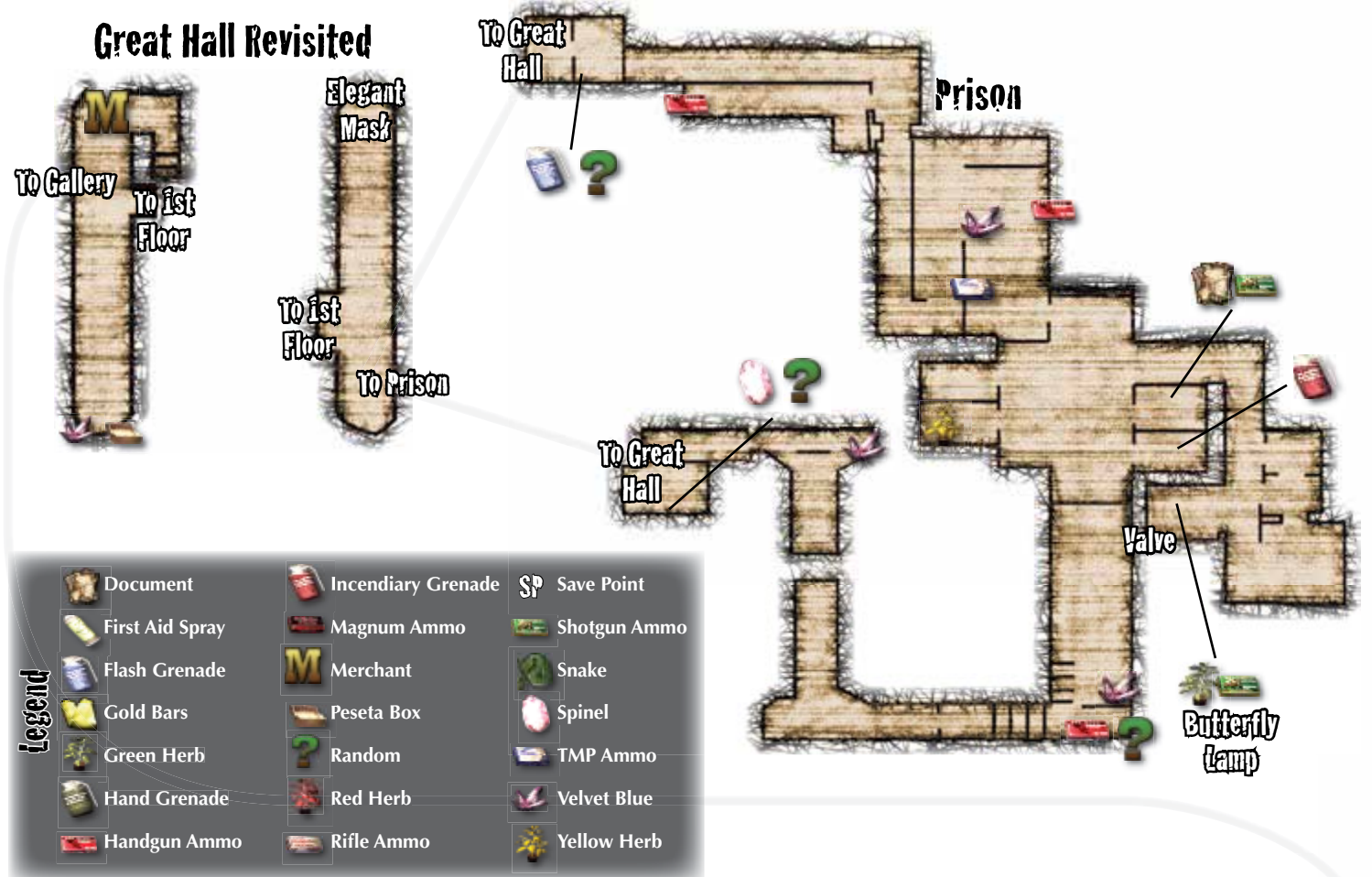
than 4,000 points. The games become more challenging once you earn four bottle caps from one, so try to win the special bottle cap before the difficulty heats up. Earn all six bottle caps from the game for a huge cash prize; clearing Game A nets you 15,000 pesetas!

When you've thoroughly explored the main chamber, upgraded your weapons, and visited the optional shooting range, proceed north down a narrow corridor. Ashley suddenly begins coughing up blood; she's been injected with Las Plagas just like Leon and the parasites are doing their work. Embarrassed, the girl runs down the hall ahead of Leon, which turns out to be a grave mistake: a portcullis suddenly shoots up from the floor, separating Leon from his ward. Terrified, Ashley runs to the end of the hall, which turns out to be another error: steel arms extend from the wall and restrain her, and the wall quickly spins around. As the portcullis lowers and Ashley's screams fall silent, Leon yells that he'll find a way to save her.



Chapter 3-2: Alone Again

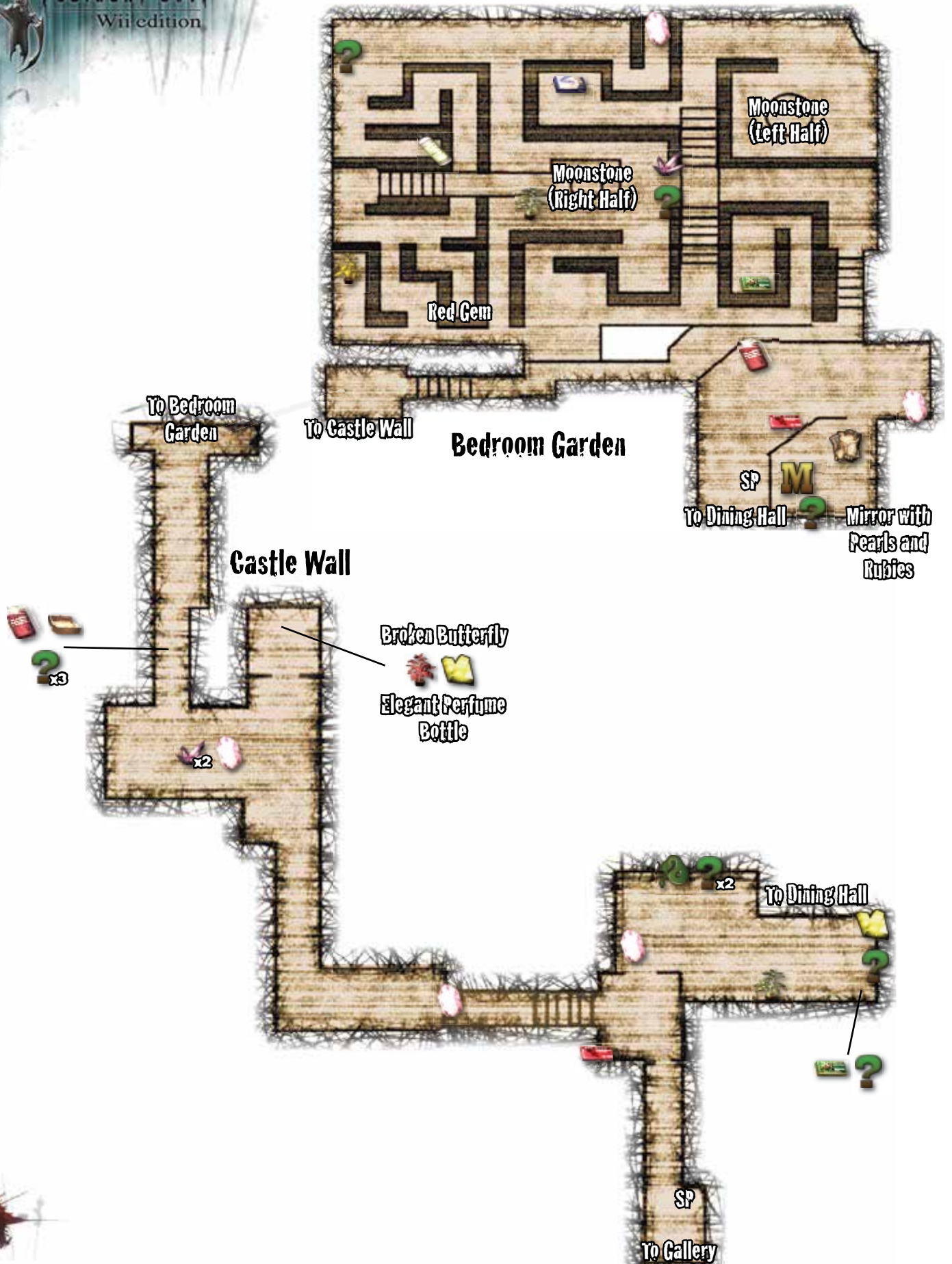
With no time to lose, Agent Kennedy sets off to find and rescue the president's daughter once more. During his search, Leon passes through a dingy prison, combats a host of Los Illuminados inside the castle's gallery, and navigates a treacherous garden maze filled with bloodthirsty Colmillos.





resident evil
Wii edition

PRIMA Official Game Guide

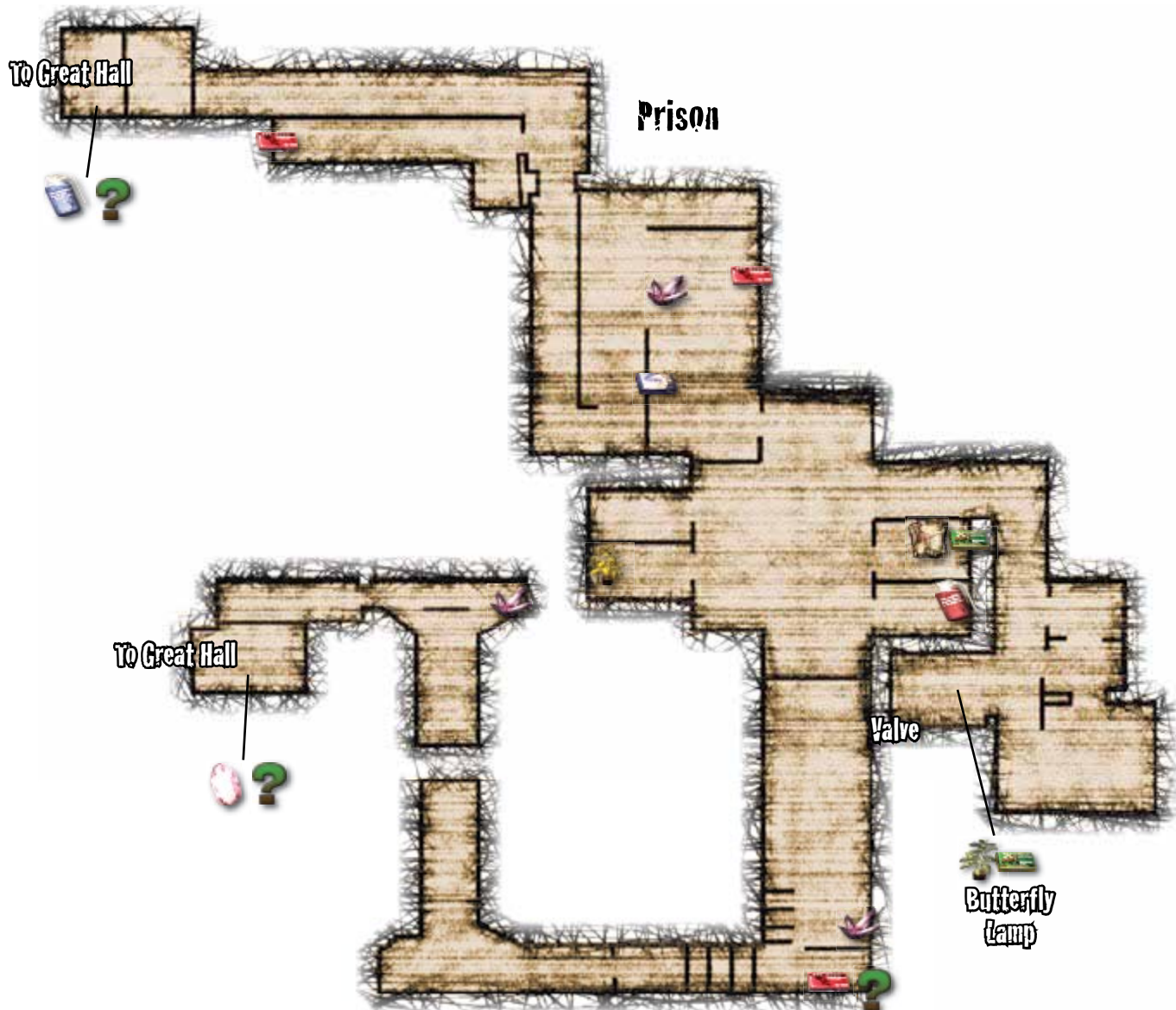


The Castle

Alone Again



Leon receives a transmission soon after Ashley's abduction, but it's not from whom he'd expect. Salazar has jacked the line and taunts Leon from elsewhere in the castle. Leon knows he's got to hurry up and find Ashley; head through the nearby door in the hall to proceed.



resident evil

Wii edition



Smash the barrels in the entry room for a flash grenade, then drop down the floor hatch to reach a sewer tunnel. Leon

hears skittering in the distance; something's down here with him. Walk down the first watery tunnel and round the corner, then stop. There's a strange puff of smoke at the far end of the tunnel ahead, like something invisible is breathing out cold air. Take aim with the rifle to find that there is indeed something peculiar up ahead. Fire once to kill a camouflaged creature who was lying in wait for Leon.



Turn right and explore a short side tunnel to find handgun ammo, then return to the main tunnel and continue

onward. Round the next corner to reach a chamber with a deep watery pit. Notice two more camouflaged creatures breathing cold air at the bottom of the pit; pick off each one with the rifle or a handgun, then drop into the pit and search around for items.



A velvet blue awaits discovery in the watery pit.

Exit the pit through the far ladder and head through the next door to reach a rundown prison. Equip a shotgun and move



forward until a huge insect drops from an overhead tunnel and attacks. Blast the creature with the shotgun to knock it away, then run to one of the nearby prison cells on the left. Kick down the cell door and run inside, then turn around and aim through the cell's doorway. The creature may have camouflaged itself by now, but it still registers as a viable target when sighted. Stand your ground in the cell and blast the bug each time it tries to close in, switching to a handgun to pelt it when it's down.

First Appearance: Novistador

These huge insectlike creatures skitter about walls, ceilings, and floors with alarming speed, quickly closing in to tackle and devour their prey. Novistadors enjoy pouncing on their quarry, ripping into them with sharp claws and bathing them with highly corrosive acids. These nimble foes can take on the exact appearance of their surroundings, becoming nearly invisible to the naked eye. While camouflaged, only the subtle movements made when moving or breathing give Novistadors away.

Threat Level



Remain in the cell and defeat a second and third Novistador before venturing out to explore the area more thoroughly. Kick open each nearby cell (except the one that's rusted shut) and raid them for items, including a yellow herb. Collect and read **Luis' Memo** from one of the cells, which contains Luis's findings on the behaviors of various parasites capable of controlling their hosts.



Novistadors drop gemlike treasures called "eyes." The color of the eye they drop is largely random, though dispatching Novistadors with a handgun seems to net ones of greater worth. Green Eyes are the least valuable, Blue Eyes are worth the most, and Red Eyes fall in between. You can insert these gems into Butterfly Lamp treasures to increase their value. There are two Butterfly Lamps to find, so keep at least two of each colored eye.

The Castle

Alone Again



Leon notices a lower portion of the prison that's been flooded with water. He needs to drain the water so he can

proceed. The area is secure for the time being, so explore the east wing of the prison to find a small control room. Collect shotgun ammo and a green herb from the room, along with a Butterfly Lamp treasure. Then approach and turn the nearby valve to drain the water in the previous area, creating a way forward.



You've found a Butterfly Lamp. Combine this treasure with the eye gems dropped by Novistadors to enhance its value.

Exit the control room slowly and aim at the pipe in the outside hall's ceiling. A concealed Novistador



lurks in the pipe, waiting to pounce on you. Blast the bug with a handgun to bring it down, then finish it off. Wait for a second Novistador to drop from the overhead pipe, and dispatch it as well before moving on.

Return to the main prison and open fire on the Novistador who emerges from the one cell you couldn't open before.



Run into the cell afterward to defend yourself against the next Novistador that attacks. Drop to the lower portion of the prison afterward and kick down the gate ahead. Turn to combat a final Novistador who attacks from behind.



A velvet blue sits in the shallow water to the left of the stairs.

The area is now insect-free. Climb the stairs ahead and smash the barrels for items, then proceed through the following door. The hall beyond the door is filled with traps: three sets of pendulum blades swing back and forth, each one capable of cleaving Leon in half. Approach the first blade and look down at its shadow to know when you're getting too close. Run forward the moment the blade swings past, stopping short of the next blade ahead.



The second blade swings above a small gap in the floor. Stand near the gap so the **jump over** action button

hint appears onscreen—the blade can't strike Leon until he jumps. Wait for it to swing past, then press **A** to make Leon leap across. Approach the final pair of blades and run past them both right after they swing by. Collect the velvet blue from the final ledge, then head through the nearby door to reach a small chamber. Climb the ladder and smash the barrels on the ledge above for a spinel, then head through the nearby door.



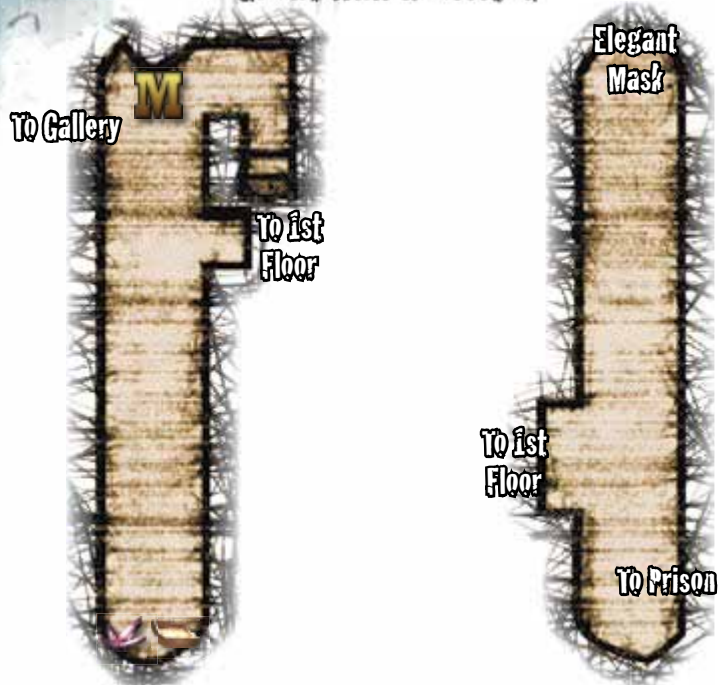
Nice one; you found another velvet blue and spinel to sell to the merchant.



Resident Evil

Wii edition

Great Hall Revisited



The door from the prison leads to the Great Hall's second floor balcony. In a rare turn of events, Leon gets the drop on Los Illuminados here, who are holding some sort of obscene ritual on the ground floor. There's lots of loot to be had here if you're fast enough to get it: each cultist below carries a spinel, and their red-robed leader holds a treasure of even greater value. The zealots flee when they notice Leon though; you must prevent their escape and defeat them to acquire their valuables.



Equip a flash grenade and slowly approach the nearby gap in the railing that's right in front of a chandelier. Aim

at the mob below and toss the grenade right between them to stun them all at once. You could use a hand grenade, but it's tough to kill all of the cultists with just one explosive and any survivors will likely escape. Stun them with a flash grenade instead, then turn left and drop down another nearby gap, which features a ladder leading down to the floor below.



If you accidentally jump onto the chandelier, wait a moment and jump again during the backswing so that you miss landing on the far balcony. You want to be on the ground floor.



The moment you reach the ground floor, run to the nearby staircase and stand there to block the zealots' escape route. The men try to flee through the hall's north passage, but a thick steel wall drops and seals them in. Their only path of escape is up the stairs now, and you're in their way. Annihilate the zealots for 10 sparkling spinels and kill their red-robed leader to claim a valuable Illuminados Pendant.



Ten spinels equals mucho pesetas!



This treasure can't be combined with anything, but it's worth a lot by itself.



When the mayhem subsides, return to the second floor balcony by climbing the ladder in the hall's

southeastern corner. Jump onto the nearby chandelier, then swing across to the far balcony. Smash some vases there for a velvet blue and some coin, then use another chandelier to reach the northern corner of the east balcony. Open a small chest there to claim an Elegant Mask, then pull a nearby lever to raise the balcony gates so you can move about more freely.



Another velvet blue...this room's full of goodies!



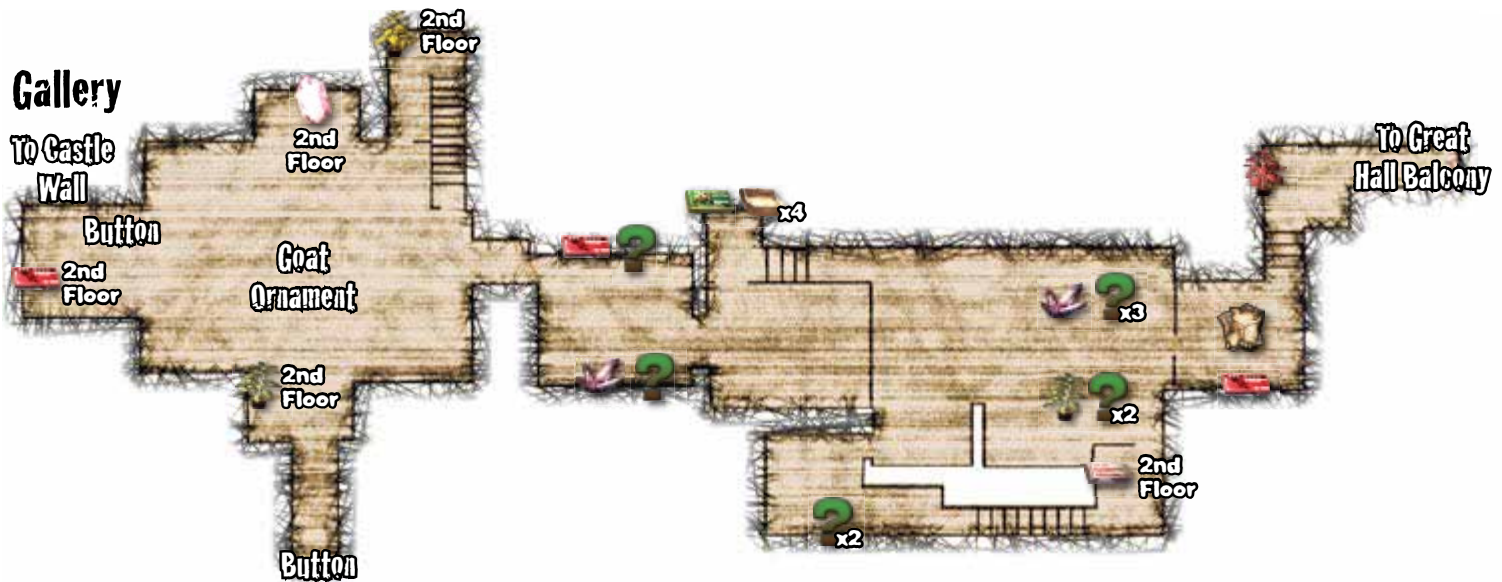
You've found another Elegant Mask. Combine this treasure with the Purple Gem you found awhile ago and keep a lookout for two more gems to fit inside.

The Castle

Alone Again



When you've finished looting the hall, head upstairs and speak with the merchant to sell your recent ill-gotten gains. Though he's moved upstairs, the merchant offers the same wares and upgrades as before. When you're finished dealing with the man, head through the pink door to reach the next area.



All's quiet in the next few rooms. Collect a red herb from the initial hall and read the **Castellan Memo** on the

table in the room upstairs. The note provides some insight into Salazar's motives for working with Los Illuminados, confirming his lack of sanity. Nab the handgun ammo from a nearby chair, make a quick health and ammo check, then proceed through the ornate door leading into the next room.

The moment you open the door, a red-robed Illuminado on a far balcony points Leon out, and nearby

goons fire crossbow bolts. Remain in the doorway and use the rifle to pick off both zealots from range, targeting the explosive barrel behind them to simplify the fight. With the crossbow zealots down, move through the door, turn



right or left, then take up position in a corner. Dispatch the two cultists who move to assault you from the chamber's lower portion to secure the ground floor, then smash the surrounding vases for fun and profit.



One of the vases on the ground floor features a sparkly velvet blue.



Head into the small side room and approach the stairs leading up to the second floor. Pick off the masked cultist at the top of the stairs from range, then climb the stairs and exit through the second floor door. Turn left and nab the rifle ammo from a small table, then cross the balcony, heading toward the far west ledge.

resident evil

Wii edition



Drop from the balcony's end to reach the room's west ledge. This prompts the red-robed leader who

harassed you from the ledge earlier to take flight up some nearby stairs. The leader opens a secret door at the top of the stairs and runs along the balcony you crossed. Aim at the leader with a handgun or rifle, and shoot him as he crosses the balcony. Doing so isn't mandatory, but wounding the leader now simplifies the task of retrieving the key he wears around his neck.

Enter the alcove the Illuminados leader fled through. Collect the shotgun shells and hoard of

pesetas within, then head upstairs and cross the balcony in hot pursuit. Equip a shotgun before you leave the balcony through the far door; a shield-carrying zealot stands on the other side, in place to block you from catching up with the leader. Blast the zealot twice to put him down, then chase after the cultist in red.

The following strategy won't be necessary if you killed the fleeing leader. If the leader makes it all the way downstairs

though, he brings up a massive chaingun in the room's center. The leader is more dangerous when seated behind the chaingun; his massive weapon can mow Leon down. You must kill the leader to acquire his key, so head upstairs and wait by the door that leads to the second floor balcony. When the leader stops firing, kick open the door, then run across the balcony, heading toward the alcove on the opposite end of the room.



The leader's chaingun inflicts tremendous damage. Make sure Leon's health is in the green before moving onto the balcony.

The leader's chaingun doesn't turn fast, so you can outmaneuver it. Stop before you reach the alcove and aim

at the leader, popping him twice with a handgun. Duck into the alcove afterward to avoid the leader's return fire. When the bullets stop flying, run across the alcove, kick open the far door, and bolt into the side room. Wait for the leader to stop firing, then open the door and run toward the alcove, stopping for a moment to shoot the leader twice before ducking inside.

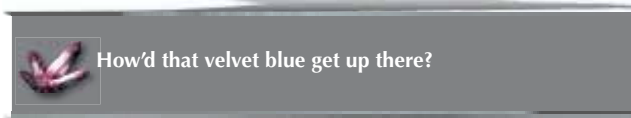


The leader's a tough nut to crack, but repeat the same strategy until he falls. Avoid the temptation of using stronger weaponry or firing more than twice at him from the alcove; neither helps to speed up the fight and both may put you at risk of being caught by the leader's lethal fire. Drop to the ground floor when the leader falls and collect the **Gallery Key** he leaves behind. Use the key to open the locked door on the west ledge and exit the room.



The next small chamber contains no hostiles, just a few items and an odd puzzle you must solve to progress.

Collect the items from the room, and don't miss the velvet blue that shines from the eye of the deer head on the wall.



How'd that velvet blue get up there?

The Castle

Alone Again



Next, examine the pedestal in the room's center. The pedestal features four switches and is inscribed with the following phrase: "The sacrifice of six lives shall make way the true path." Each switch you press causes some of the portraits on the nearby wall to flip over, revealing a different portrait painted on back. The portraits depict gruesome death scenes, with one or more people dying in each painting. Press the switches in the following order to flip the portraits so that six people are shown in agony of death:

1. Press the first switch.
2. Press the third switch.
3. Press the second switch.
4. Press the fourth switch.
5. Choose "OK" to solve the puzzle.



Solving the puzzle causes the wall of portraits to slide away, revealing a secret door. Head through the door to

reach the next section of the gallery, where Salazar greets Leon by sending a host of zealots to murder him. All exits from the room seal shut, trapping Leon inside.



Turn right and kick open a nearby door. Flee upstairs, then turn around when you reach the top. Make

a stand here against the cultists, using the shotgun and incendiary grenades to keep them at bay. Hold your ground until the men stop coming, then open the nearby door to view the room's second floor balcony.



Watch out: these zealots can throw their giant scythes at Leon from range.

A number of crossbow-armed cultists are stationed at each corner of the balcony. Use a handgun or rifle to dispatch them from range, including any reinforcements that take their place. Don't move far from the side room, though; two zealots armed with rocket launchers hide behind the room's large west painting, which drops to allow them to fire at you. If the cultists appear, run for cover inside the side room and wait for them to fire before venturing out again.



Shoot the lanterns hanging above the balcony to kill some of the crossbow cultists with less fuss.

Search for items after clearing the room, then approach the red button on the wall at the balcony's west



end. Push the button to deactivate the room's security system, raising a central platform. The nearby painting on the west wall drops and the rocket launcher cultists take aim at Leon. Turn right and run around the corner to avoid being blown to bits.



Find a spinel tucked away in the balcony's north alcove.

resident evil

Wii edition



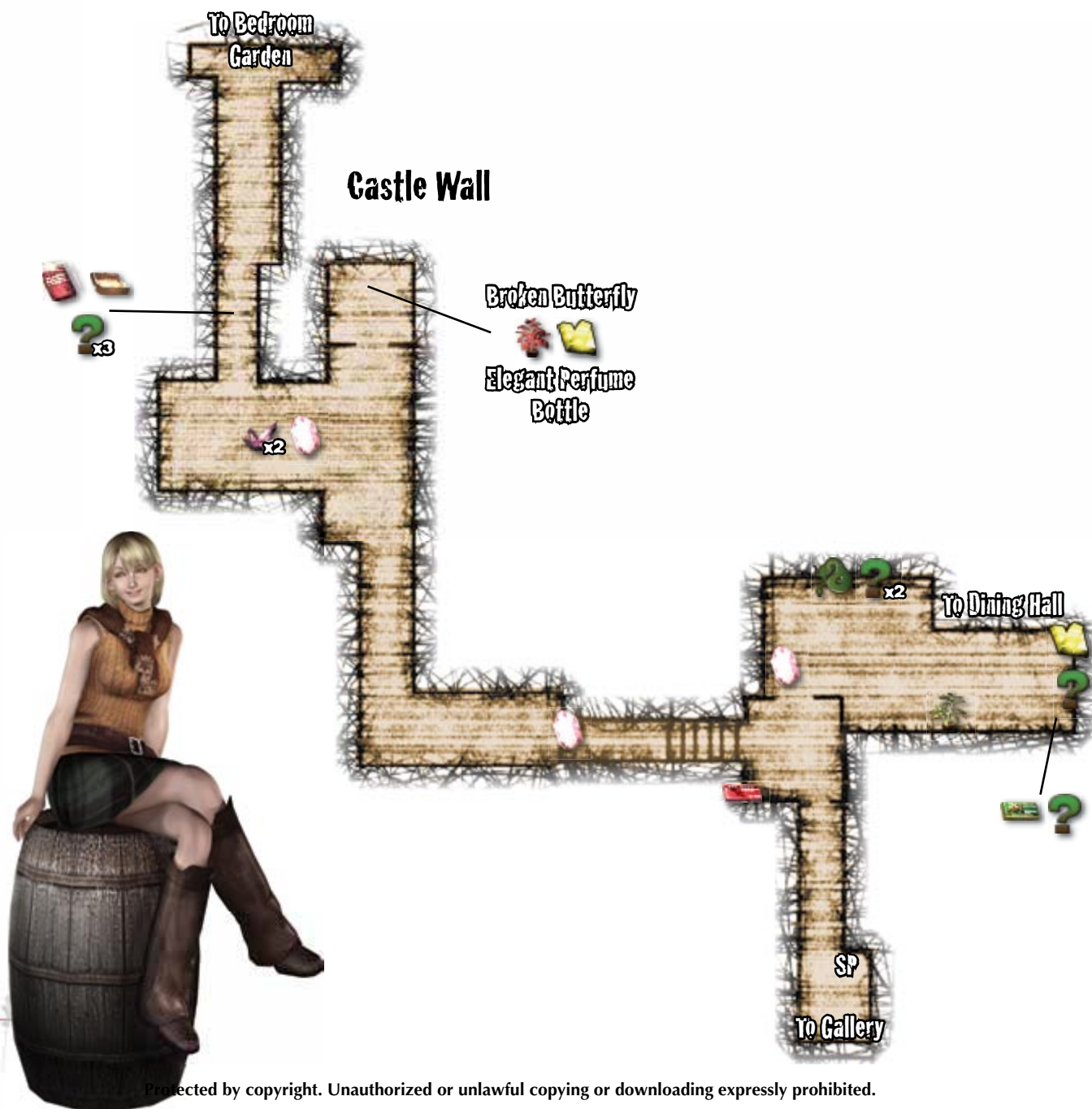
Enter the balcony's south door and smash the vase at the end of the short hall's end to reveal another red button. Press

the button to extend a walkway toward the central platform you've just raised. Don't exit the hall yet; the two rocket launcher zealots have moved from behind the painting to take up position on the central platform, and they're waiting for you to emerge from the hall. Wait until they lose patience and fire their rockets at the door, then kick the door in and pop each cultist with a handgun bullet to drop them both.

At last, the room is totally secure. Cross the walkway to reach the central platform, then open the chest there to claim an



important item, the **Goat Ornament**. The room's exit doors unbar, allowing you to proceed. Head through the balcony's northwest door to reach the next area.



The Castle

Alone Again



All's quiet through this area. Save your progress at the typewriter in the initial hall, then collect the handgun ammo

from the small vase in the tiny room ahead. The room's north door can't be opened, so head through the west one instead. Shoot the shiny object on the high wall ahead for a spinel.



Good eye; you've found another spinel to add to your collection.

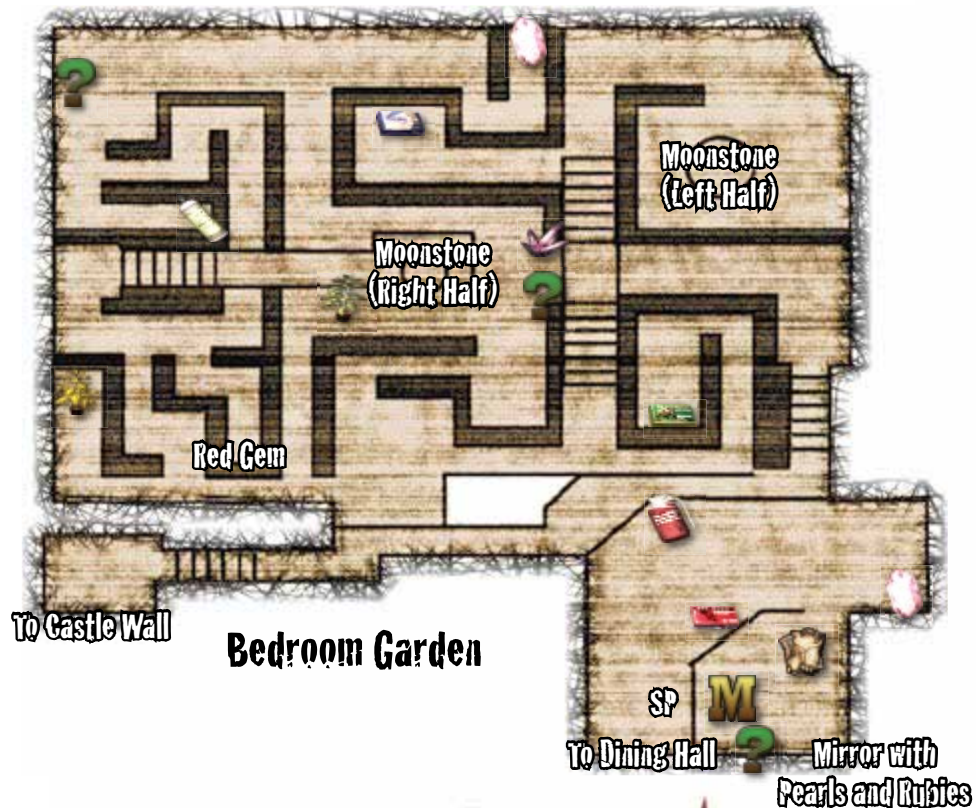
Move upstairs and open the following door to head outside. Stroll along the path until you reach a fountain where several ravens are bathing. Shoot the three birds from range to make them drop pesetas, then approach the fountain and claim your rewards.



The fountain also holds a spinel and two velvet blues.



There's a small chamber near the fountain. Leon can see a chest inside the room, but the door is locked tight. Still, Leon believes he can get into the room with help from another person; he'll have to return here after he rescues Ashley. For now, continue along the path, smashing barrels out of the way and collecting items on your way to the north gate.



primagames.com

Resident Evil

Wii edition

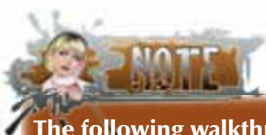


Leon finds himself on a balcony overlooking a dense garden labyrinth. Proceed along the balcony until you reach an ornate door. The door is locked, and Leon notices that it features a strange indentation and the following inscription: "Two moons make one." Moving onward, Leon receives another transmission from Salazar, teasing him about the dangers that lurk within his deadly garden maze. Unwittingly, Salazar lets it slip that he's chasing down "a couple of rats," tipping Leon off that there must be another intruder in the castle besides Luis and himself. Who could that be?



Make sure Leon is in good health and his weaponry is fully loaded, then equip the Riot Gun and proceed down

the steps. Open the maze's entry gate and smash the nearby barrels, then dispatch the Colmillo that charges forward to attack as you approach the maze's central square. Blast the beast with the Riot Gun to put it down fast, turning left and heading through the south gate afterward.



The following walkthrough takes you through every inch of the garden maze in the fastest way possible. If you're just looking to collect the two Moonstone halves and escape, check our map for their locations, then plot your own course.

Two Colmillos are trapped inside a cage beyond the south gate. They'll break free and attack if you move too



close, so toss an incendiary grenade from range to burn them both up. Collect any goodies they may have dropped, then turn left and head east to reach a dead end where a chest holding shotgun ammo is located. After taking the ammo, turn around and blast a Colmillo that rushes to attack from behind.

Backtrack out of the dead end, taking your first right and crossing a set of marble stairs. Pause at the top for a great



view of the maze if you like, then continue to the other side. Make a sharp left and explore a dead end to find some TMP ammo inside a chest, then backtrack and head east to reach a large fountain. Examine the fountain and collect the **Moonstone (Left Half)** that rests atop it.



Return to the marble steps and unleash the Riot Gun on the three Colmillos that leap from the hedges in front of the

stairs. Climb the steps afterward, then turn right and drop off the side to return to the maze's central square. Turn right and head toward the north gate this time, obliterating the two Colmillos who smash through the gate to assault you as you draw near.



Head north past the gate, then turn right to spy another Colmillo held captive inside a cage. Put the beast out of

its misery with some long-range handgun fire, then turn around and move east, heading toward another dead end containing a spinel. Proceed with caution; a Colmillo guards the treasure.



Lure the Colmillo out of the dead end and take cover inside the previous Colmillo cage, firing on the Colmillo from a safer location.



This maze is full of surprises; here is another valuable spinel.

The Castle

Alone Again



Return to the previous Colmillo cage and smash the nearby barrel, then head south and take your second left to



reach another dead end. Open the chest there to claim a precious first aid spray, then backtrack out and turn right at your first opportunity. Round the next few corners and move to pass beneath an elevated walkway. Dispatch the Colmillo who drops from the walkway, then continue onward.



Round the next corner and make your first left to reach another dead end with a treasure chest. Open the chest to claim a shiny Red Gem for your Elegant Mask. Backtrack out and make your next left, unloading on the Colmillo that attacks from the left path ahead. Turn right afterward to claim a yellow herb from yet another dead end, then backtrack north toward another set of marble stairs.

The stairs lead up to another fountain where Leon finds the **Moonstone (Right Half)**.

You've finished exploring the maze now; move to the rear of the fountain, then drop to the ground below to reach the central square. Exit the garden maze and return to the east balcony's ornate door, then combine both Moonstone halves to form the complete **Blue Moonstone**. Insert this object into the door to unlock it and enter the elegant bedroom beyond.



Leon has another run-in with the woman in red when he enters the bedroom, but there's nothing romantic about this encounter. The two engage in a furious struggle, and after Leon gets the upper hand, the woman takes off her sunglasses to look him in the eye. Leon finally recognizes the woman as Ada Wong, a familiar face from his past. Before he can find out what she's doing in Europe, her sunglasses explode in a brilliant flash, and Ada slips off into the night.





resident evil
Wii edition

Chapter 3-3: Rescuing Ashley

After a brief run-in with an old flame, Leon finally closes in on Ashley's location. He must still pass through a few dangerous areas before he reaches the girl, and tragedy strikes when he finally finds her.

To Bedroom
Garden

Dining Hall

To Exhibition
Chamber

Hourglass with
Gold Decor

M

To Castle Wall

Legend



Flash Grenade



Green Herb



Hand Grenade



Handgun Ammo



Incendiary Grenade



Merchant



Random



Rifle Ammo



Save Point



Shotgun Ammo



Spinel



The Castle

Rescuing Ashley

Rocket Launcher

Exhibition Chamber

To Dining Hall

To Theater Hall

SP



Leon's encounter with Ada was interesting to be sure, but there's no time to dwell on it. Ashley's not far from here, and she

still needs her guardian. Search the bedroom for valuables, including a spinel near the bed and a Mirror with Pearls and Rubies in the wardrobe. Collect and read the note entitled **Female Intruder** to learn that, whatever Ada's motives, she's certainly not working for Los Illuminados. Speak with the merchant, who offers new weapon tune ups, then save your progress at the nearby typewriter. Proceed through the south door when you're ready.



Grab a spinel from the nightstand vase before leaving the bedroom.



You've found a Mirror with Pearls and Rubies. Sell this worthy treasure to the merchant on your next encounter.

Bedroom Garden Merchant

Unless you've purchased the Broken Butterfly or Blacktail, the merchant doesn't offer any exciting upgrades for you at this time. Upgrade the Blacktail if you've bought it, but continue to hold off on upgrading the Riot Gun; you'll be acquiring a better shotgun in awhile. Also continue resisting the urge to buy a magnum; one will become available for free very soon.

New Upgrades

Weapon	Upgrade	Cost
Blacktail	Firepower Lv.3	18,000
Blacktail	Capacity Lv.3	10,000
Broken Butterfly	Firepower Lv.3	30,000
Broken Butterfly	Reload Speed Lv.2	15,000
Mine Thrower	Firepower Lv.2	25,000
Riot Gun	Firepower Lv.4	28,000
Riot Gun	Capacity Lv.3	12,000

resident evil

Wii edition



The bedroom's south door leads into an elegant dining hall. Smash vases and collect items from the room, and notice the

four plaques on the wall. Each plaque is inscribed with an odd saying regarding the "meal of life." Ignore them for now and scour the room for items, then head down the narrow south hall and proceed through the south door.

You're now in a dingy storeroom, which is actually part of the Castle Wall area. Collect an assortment

of items from the room, including gold bars worth 5,000 pesetas from a small cabinet. Be careful to kill the snake that pops out of a small vase against the north wall. Raid the storeroom and break the lock off the far door for future convenience, then backtrack to the dining hall.



Find a spinel in one of the storeroom's barrels.

Back in the dining hall, approach the serving window and press **A** to ring the small bell on the counter. This causes a portrait to flip into view down the long hall ahead. To proceed, you must shoot the **bottle of wine** in the upper-left corner of the portrait, and nothing else. Shooting any other piece of the painting causes it to flip around, forcing you to ring the bell and try again.



The painting is hard to make out from a distance; use the rifle for a closer view of the wine bottle, then switch to a handgun and take the shot.



Hitting the wine bottle unbars the dining hall's east door, granting you access to the east chamber. Make sure Leon's in good health and his weapons are fully loaded before entering, then head into the room. A cage suddenly drops from the ceiling as you pass through the chamber, trapping Leon in the room's center. A number of zealots then drop into the room from a higher floor, along with a fearsome Garrador.



The Garrador lands inside the tight cage with you, so escaping confinement is your first priority. Toss a hand grenade

straight ahead at the cage's far door to break its padlock and blast away all nearby foes, then hurry through the door. If you don't have a hand grenade, use the Riot Gun to knock away any nearby hostiles, then rush forward and blast the padlock off the cage door instead. Either way, run out of the cage and around to one side, unleashing the Riot Gun on each cultist who gets in your way. Your gunfire will attract the Garrador in the cage, but he can't harm you as long as you keep away from the cell. Just make sure you don't lead him toward the open door!



If the Garrador gets out of the cage, lure him into the dining hall and use the long tables to keep him at bay.



Switch to a handgun once you're safely outside the cage and begin walking around the room, attempting to

sight the Plaga on the Garrador's back. Kneecap each cultist who gets in your way to put them down as you focus on dispatching the Garrador. If you've rifle ammo to spare, use the semi-auto against the Garrador's Plaga to speed things up. Drop the monster and collect the 15,000 pesetas he leaves behind, then open the chest in the center of the room for an Hourglass with Gold Décor. Grab the magnum ammo from the side hall with the wine bottle painting and the flash grenade from the room's glass cabinet, then head through the east door.

Rocket Launcher

The Castle

Rescuing Ashley

Exhibition Chamber

To Dining Hall



Leon enters this large chamber on the second floor balcony, which overlooks a wide room below. For a second time, he gets the drop on Los Illuminados patrolling the lower area. Equip the semi-auto rifle and pop the heads off of the three robed men on the ground floor. A nearby ladder leads down to the ground floor; don't allow the zealots to climb up and get you. After killing the three cultists below, take the head off the one patrolling the balcony across the room.



Smash the nearby vase for rifle ammo if you're low.



This side of the chamber is now secure. Jump down to the ground floor and search for items, then try to draw any

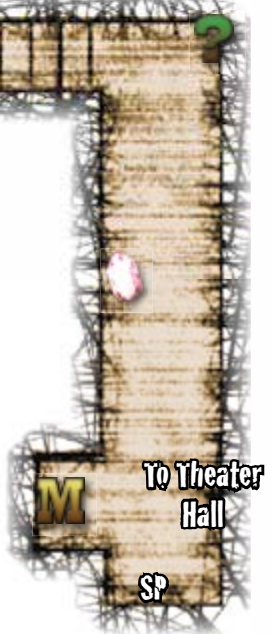
Illuminados in the northern half of the room toward the large portcullis in the central wall. Lure them toward the gate, then shoot them through the bars until they fall. Move close to the gate to collect anything they may have dropped, then yank the nearby lever to extend a footbridge above, connecting the room's east and west balconies.

Equip the Riot Gun and then climb up the ladder to return to the balcony.

Two mobs of zealots enter the chamber from the doors at either end of the walkway you've just extended. Put your back to the wall near the ladder and blast the Illuminados as they approach. Watch out, though: a new breed of spider-like Plaga may erupt from the heads of these zealots. If you're becoming overwhelmed, drop to the lower chamber and take up position in a far corner.



Shoot the lantern above the walkway to scorch the cultists who enter from the east door.



resident evil

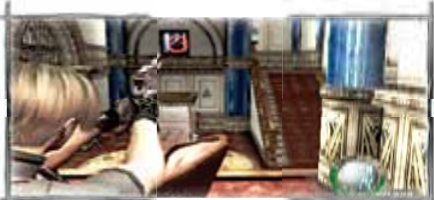
Wii edition

First Appearance: Las Plagas—Spider



The third and most terrifying form of Las Plagas is a spider-like parasite that explodes from the head of its host to assault Leon by surprise. These hideous parasites spit green, corrosive acid at Leon from range and can rip his head off if they manage to close in. The battle isn't over once you inflict enough damage to drop a spider-like parasite's host, either; the parasite quickly detaches itself from the corpse of its former host and begins stalking Leon on its own. Fortunately, detached Plagas are quite weak; pop them once or twice with a handgun to put them down.

Threat level
●●○○



Cross the footbridge to reach the chamber's east balcony, then turn left and head downstairs to

explore the northern half of the room. Pick off the crossbow Illuminado who fires from a window at the rooms' far end, or simply rush him with the Riot Gun. Search for items once the chamber is secure, making sure to grab the host of grenades, ammo, and the rocket launcher from a large glass display case.



Don't miss the velvet blue in the small vase near the north wall.



Don't worry if you don't have room to carry the rocket launcher. Leave it be and visit the merchant in the southeast

corridor to find that the man now offers an extra-large attaché case. Perfect timing! Buy the case and then return for the rocket launcher. When you're ready, save your progress at the typewriter near the merchant and then pass through the nearby door.



Smash a small vase in the corridor near the merchant for a worthy spinel.

Exhibition Chamber Merchant

While the merchant offers no new upgrades, he does sell the largest attaché case money can buy. The case isn't cheap, but it's worth every peseta. Buy the case, and now that you have some extra space, consider buying and upgrading the TMP. Purchasing the weapon isn't mandatory, but the extra firepower comes in handy down the road.

New Items	
Item	Cost
Attaché Case XL	73,000

Luis catches up with Leon in the next area. He's finally found the Plaga sample he's been looking for and waves it proudly. The reunion is cut short however; Osmond Saddler makes a sudden appearance, impaling Luis through the chest with some sort of horrific tentacle. The robed man takes the sample and tosses Luis to the ground, then walks away.



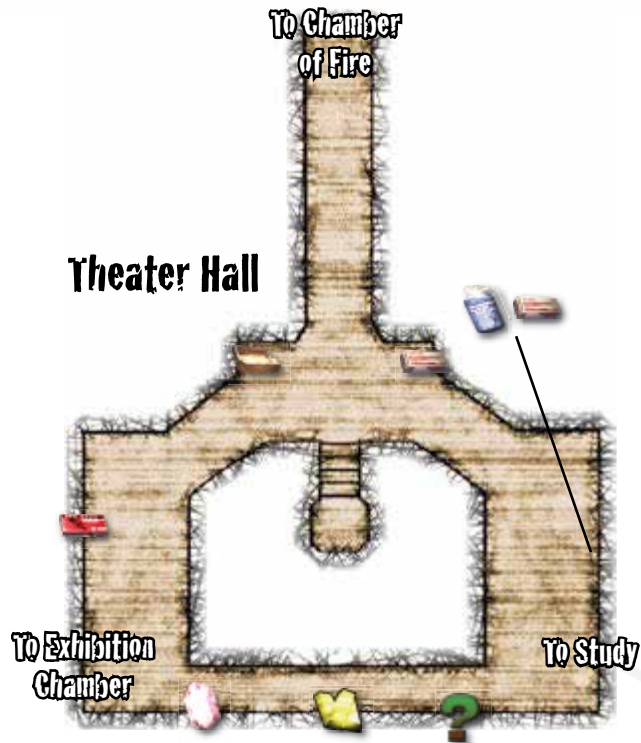
With his dying breaths, Luis tells Leon that he's really a research scientist hired by Saddler to learn more about Las

Plagas. When Luis found out what the parasite was capable of, he knew he had to stop Saddler's plot of infecting the world. Luis hands Leon a bottle of pills he says will suppress the parasite's growth in the body, then begs his comrade to retrieve the Plaga sample from Saddler. Resting his head on the ground, Luis finally succumbs to his terrible wound.



Chapter 3-4: Ashley's Ordeal

Alone and scared, the First Daughter must explore some ancient sections of the castle as she searches for a way to regroup with Leon. Her courage is all she has to wield against the castle's minions, so she'd better find Leon fast.



	Document		Random
	Flash Grenade		Rifle Ammo
	Gold Bars		Save Point
	Green Herb		Spinel
	Handgun Ammo		Velvet Blue
	Peseta Box		Yellow Herb





Theater Hall

To Chamber
of Fire

To Exhibition
Chamber

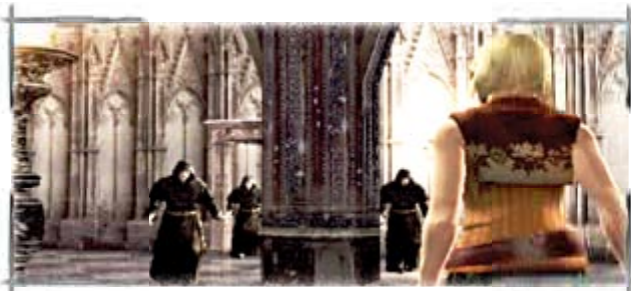
To Study



Leon can do nothing to save Luis, but Ashley's another matter. The girl is in the lower portion of the chamber, held against a wall by three restrictive arms. Leon is positioned on a high balcony. Search around for items, including gold bars worth 5,000 pesetas hidden behind a portrait of Saddler. After pillaging the balcony, stride out to the central walkway and use the semi-auto rifle to free Ashley from captivity. Fire at each metal band restraining the girl to release her, being very careful not to hit Ashley herself.



Smash a vase near the Saddler portrait for another shiny spinel.



Ashley's joy at being released doesn't last long; cultists storm into the lower area, intent on grabbing the girl and carrying her away. Remain on the central walkway and continue to use the semi-auto rifle to keep the zealots away from Ashley, who retreats to the wall she was restrained against. Some of the cultists fire crossbow bolts at Leon; pick them off when Ashley isn't in immediate danger.

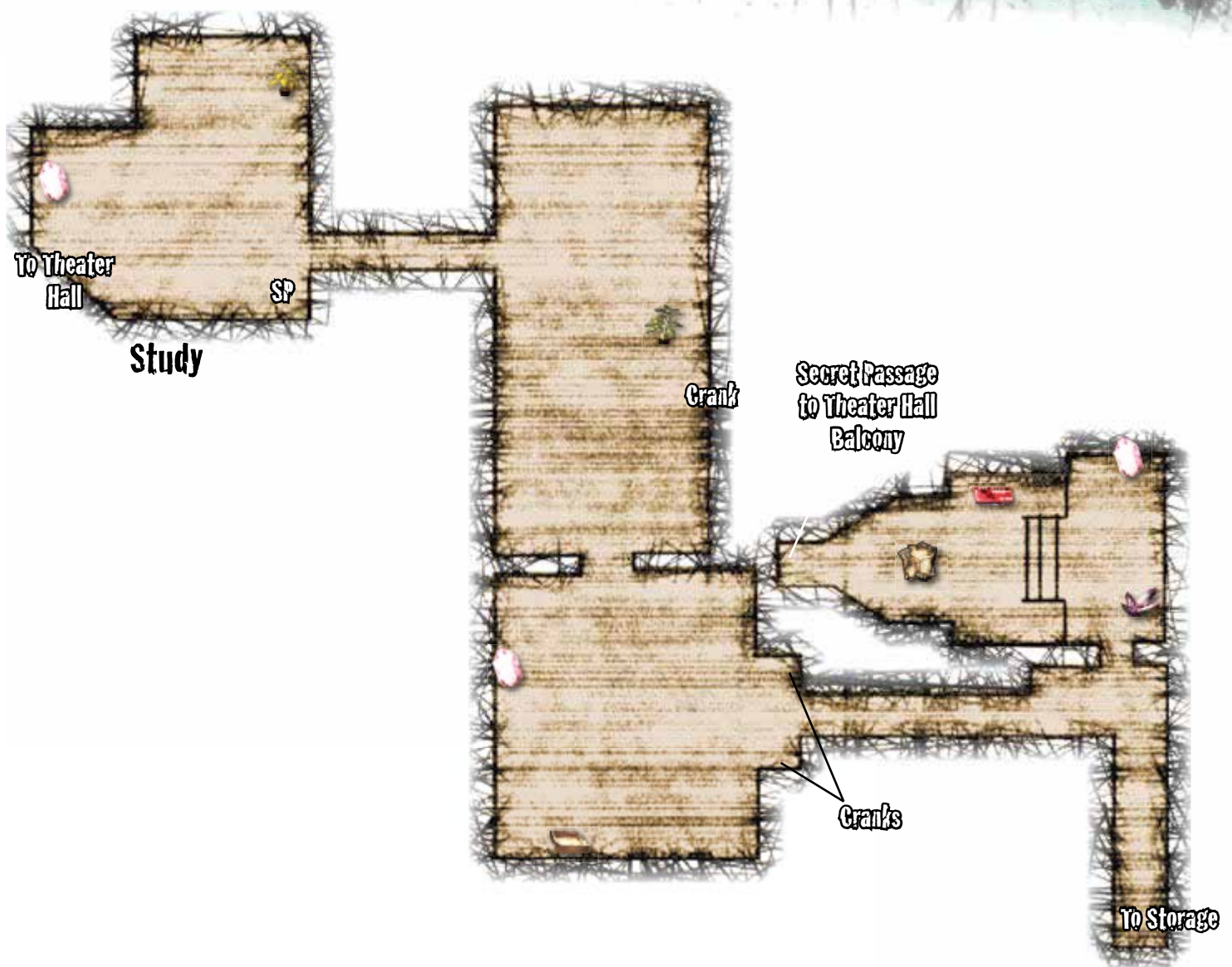


After you repel the first wave of cultists, a second group storms in, led by a red-robed leader. Continue to keep the zealots away from Ashley and pick off any crossbowmen who fire at Leon. When the chance permits, shoot to kill the man in red, who drops a key when he falls. Ashley must collect the key the leader drops and use it to escape through a locked door. The sooner you dispatch the leader, the sooner Ashley can flee the scene.



The Castle

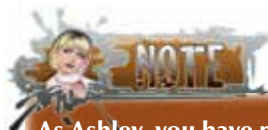
Ashley's Ordeal



Ashley's hasty escape from the theater hall lands her in an old, musty wing of the castle. Pick up the spinel and yellow herb in the entry chamber, then save at the nearby typewriter before venturing into the next room.



Maybe Leon will have a use for this sparkly gem.



As Ashley, you have no access to weapons of any kind. Keep away from hostiles and use the environment to your advantage as often as possible.

resident evil

Wii edition



A cultist stands in the following chamber with his back turned. He notices Ashley when she draws near,

though; run to the right and race toward a glowing oil lamp on a nearby table. Stand near the lamp and press **A** to make Ashley throw it at the zealot, engulfing him in flames. Approach another lamp and toss it at the robed man as well to finish him off.



Ashley can also crawl under desks to escape the cultist's clutches.

Nab a green herb from a table, then either turn the crank on the wall to raise the portcullis ahead or simply crawl



under a desk and through a small opening to reach the next room. Another Illuminado stands in this chamber; toss a few oil lamps at him to burn him up, then search the room for items. When you're ready to proceed, turn both cranks on the wall near the east portcullis to retract the bars.



Ashley can use herbs she finds to recover health, but try to save them for Leon.



Another spinel sits inside a cabinet drawer. I bet Leon will like this.



Collect the red herb from the following hall, then turn left and enter a small north room. No hostiles are

about, so check around to find a variety of valuables. Pick up and read the **Butler's Memo** for an inside look at how Salazar's fall came about, and notice the odd dais in the center of the room. Ashley feels a draft from the wall near the dais and thinks there must be a secret passage beyond, but she currently has no way to open it. Leave the room for now and return to the outside hall, this time heading through the south door ahead.



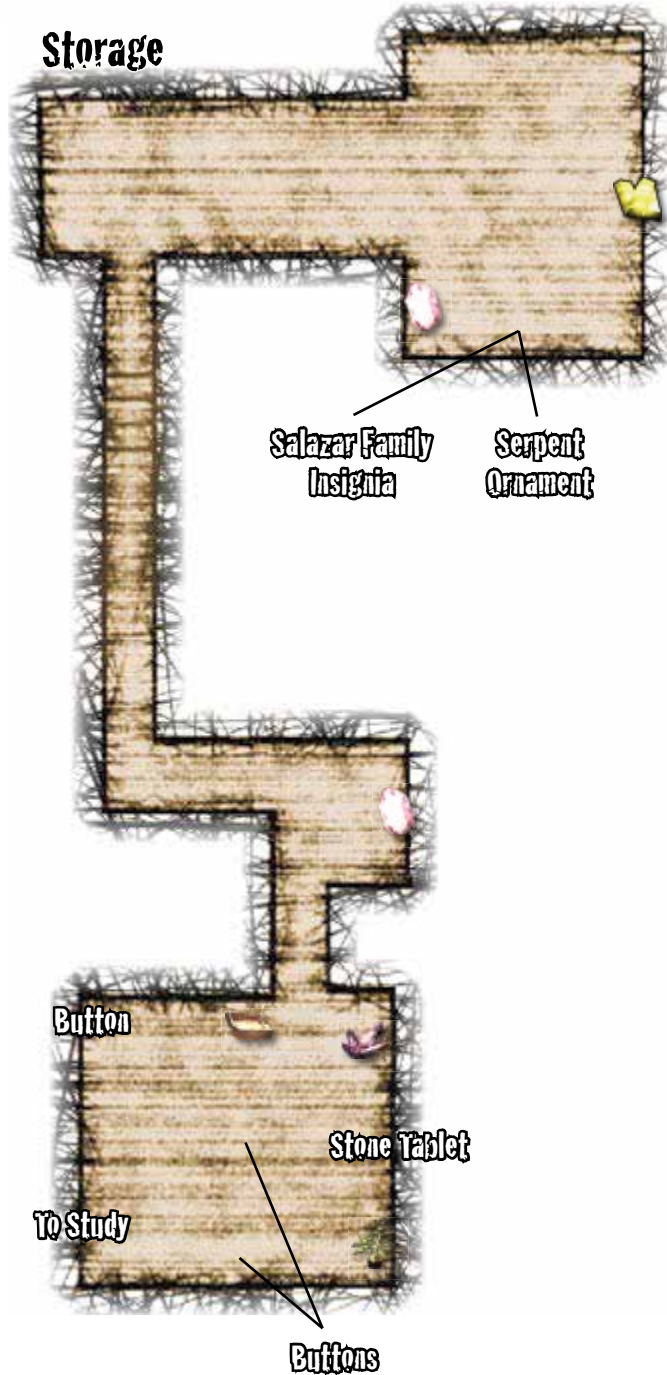
Another spinel and a sparkly velvet blue await discovery in the butler's chamber.



The Castle

Ashley's Ordeal

Storage



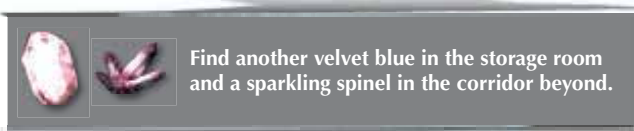
Ashley finds herself in an old storage area that's so dark, she needs a flashlight to see where she's going. Pick up

the green herb and then crawl under a desk to reach a red button on the wall. Press the button to raise a nearby gate, then pass through and collect a **Stone Tablet** from above an unlit fireplace. There's another red button close by; press it to raise the gate near the fireplace.



Head through the second gate and shove a shelf out of the way to reveal a small alcove with yet another red button.

Press this third button to raise a third gate in the room. The first gate you raised slams shut, but you can pass through the room more freely now. Search the room for items and then proceed through the north door to reach a long, dark corridor.



Find another velvet blue in the storage room and a sparkling spinel in the corridor beyond.

Proceed down the dark corridor and notice the scary suits of armor that line the walls. Ignore them for now and enter the following chamber, where four more armor suits stand. A strange pedestal stands in the center of the room and features a number of stone tablets similar to the one you recently found above a fireplace. The tablets form a picture when properly arranged, but they're all mixed up. The room's far door remains locked until you solve this stone tablet puzzle.



Resident Evil

Wii edition



Solving the puzzle is easy when you know the trick. Simply move the center tile on the left side to the middle position,

then work counterclockwise in a circular pattern, shifting each piece in turn. The pieces eventually fall right into place, but the lower-right tile is missing. Insert the **Stone Tablet** you found in the previous room to complete the picture and unlock the far door.

There's lots of treasure to be had in the final chamber. Take the Gold Bangle from the dusty chest and a spinel from a cabinet, then collect the **Salazar Family Insignia** from the suit of armor against the far wall. The wall then rotates to reveal a large chest; open it to claim the **Serpent Ornament**, then get ready to run.



Another gleaming spinel sits inside a wooden cabinet.



You've found a Gold Bangle. Leon will happily sell this prize to the merchant.



Taking the **Serpent Ornament** causes the four suits of armor in the previous chamber to spring to

life. The frightening suits stomp toward Ashley, intent on retrieving the treasure they've guarded for so many years. After taking the **Serpent Ornament**, turn left and back into the room's southeast corner, directly opposite the entry door. Wait for the armor suits to move into view, then dash around the central table and speed through the far door before they reach you.



Rush through the stone tablet puzzle room and into the dark corridor. Two suits of armor spring to life and attempt

to cleave Ashley in half as she runs down the dark hall. Be ready to press (A)+(B) or shake the Wii Remote when you approach the armor suits to dodge their attacks. These suits crumble to dust after they miss, allowing you to proceed. Hurry through the corridor and into the next room; the mobile suits behind you are still in pursuit!



Speed through the storage room, racing toward the far door. One final armor suit springs to attack as you

near the door. Dodge the blow and then hurry through the door to safety.

Return to the Study and approach the odd dais you noticed before. Insert the **Salazar Family Insignia** into



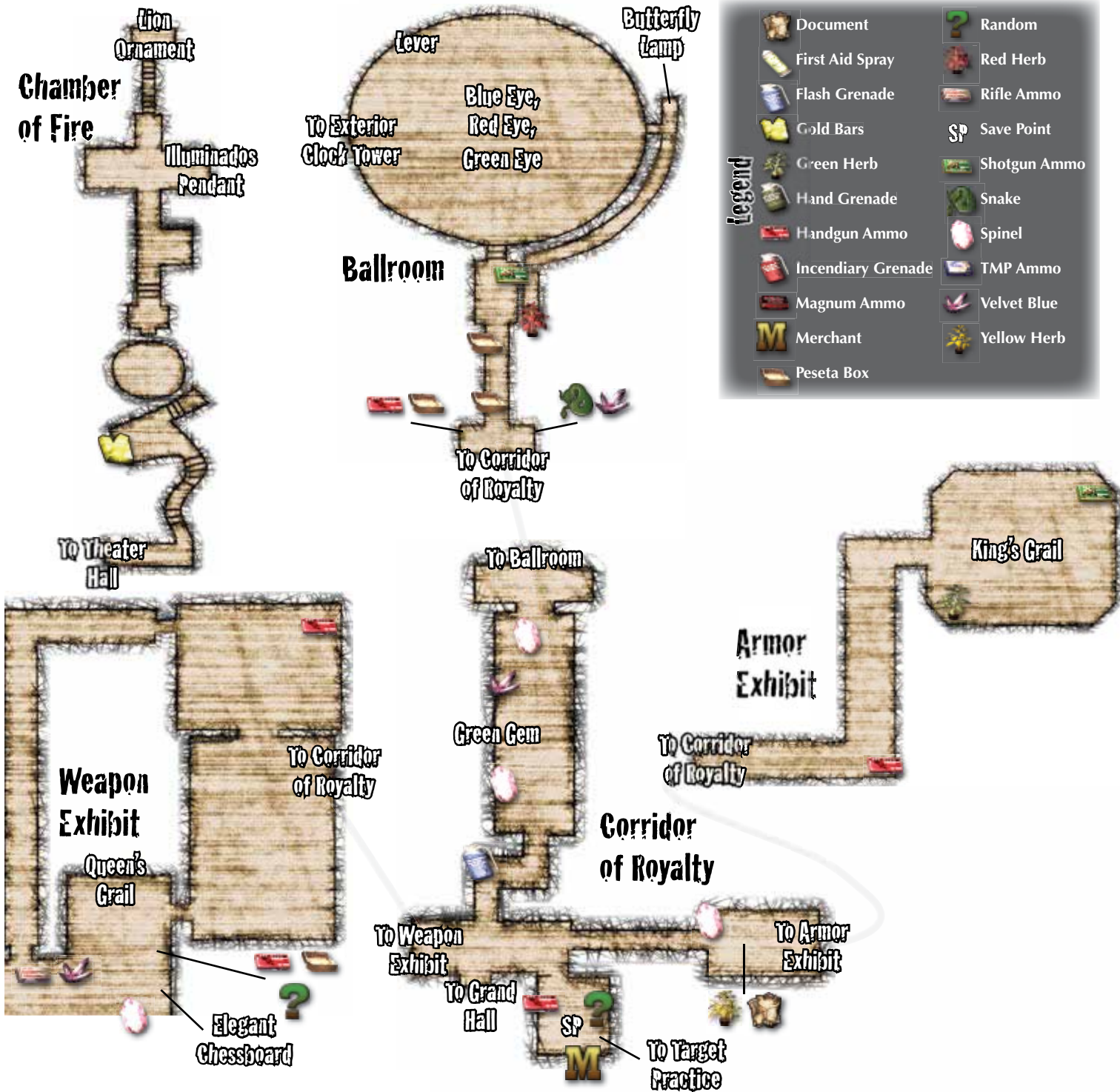
the dais, then stand near the handle and press (A) to make Ashley turn the dais, revealing a secret alcove in the wall nearby. Climb the ladder in the alcove and turn right at the top, collecting two boxes of pesetas from a small table. Then proceed through the passage to return to the theater hall, where Leon awaits.

Ashley unlocks a door and bursts through, finally arriving at the theater hall's balcony. Thrilled to see Leon's face at last, she runs over and gives her guardian a big hug. With high spirits, the two renew their resolve to find a way out of Salazar's nightmarish castle.



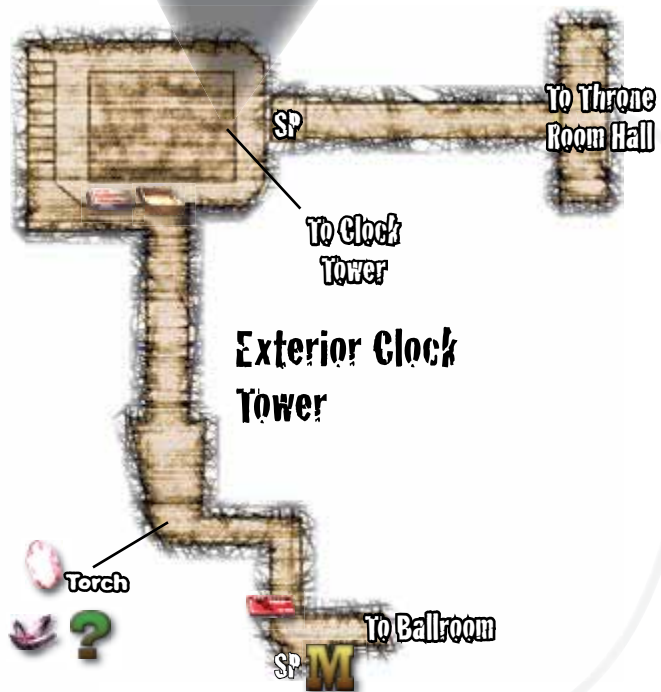
Chapter 4-1: Long, Hard Road

Reunited once more, Leon and Ashley face a number of grueling ordeals as they continue their horrific journey through Salazar's castle. Unfortunately, the two can't stay together for long....



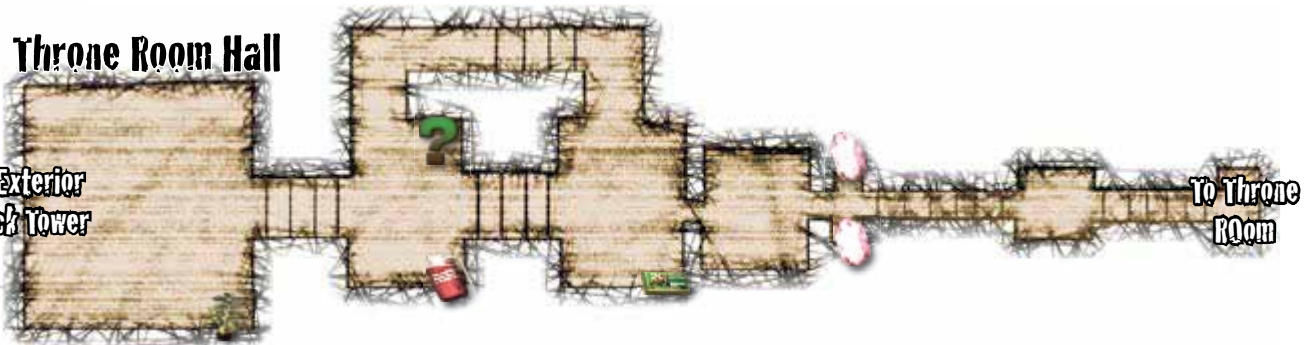
Resident Evil Wii edition

Clock Tower

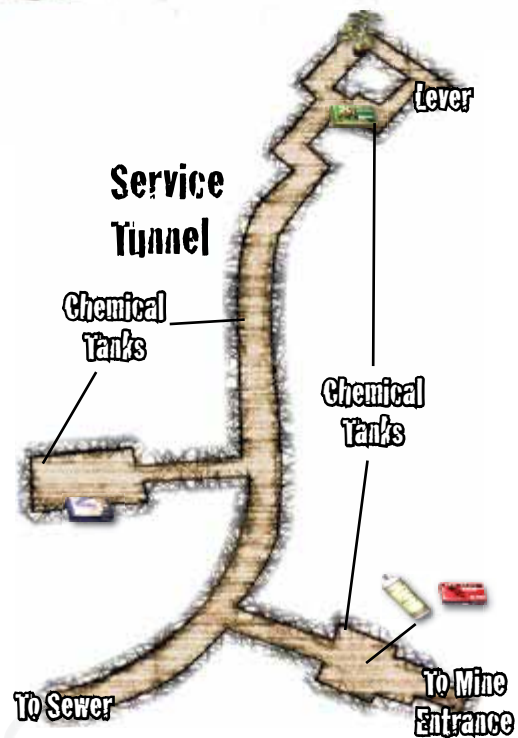


Throne Room Hall

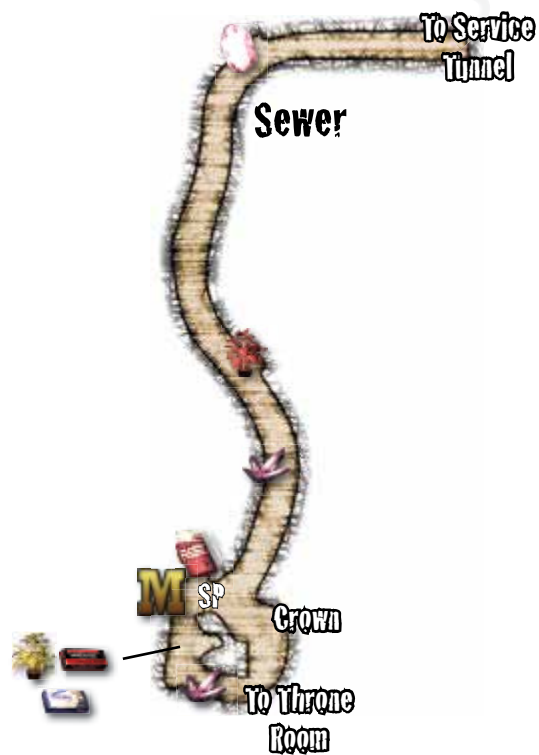
To Exterior
Clock Tower



Service Tunnel



Sewer



The Castle

Long, Hard Road



Now that Leon and Ashley are reunited, you can finally enter the small locked chamber you noticed in the Castle Wall area.

You'll find it worth the trip, so head through the theater hall's southwest door and cross the exhibition chamber's walkway to return to the dining hall. Use the Riot Gun to blast each Illuminado who gets in your way as you navigate the room, taking the south corridor to reach the storeroom you visited earlier. The storeroom is part of the Castle Wall area; proceed through the far door.

Turn right, move through the next door nearby, and run along the outdoor path until you reach the locked

chamber near the fountain. Stand near the chamber door and press **△** to boost Ashley through the window. The girl unlocks the door, allowing Leon to enter the room. Open the room's chests for a red herb, gold bars worth 5,000 pesetas, an Elegant Perfume Bottle, and a powerful magnum revolver: the Broken Butterfly.



You've found an Elegant Perfume Bottle. The merchant will pay handsomely for this rare prize.

Return to the theater hall, blasting apart any Illuminados lingering in the dining hall on your return trip. This time,

head through the theater hall's north door to reach a small chamber with a strange apparatus. Smash the nearby vases for a random item and a velvet blue, and collect the handgun ammo from a shelf to the right. Save your progress at the typewriter afterward.



Ignore the small cart in the lower area and step onto the large device near the typewriter. The mechanism takes Leon across a chasm, bringing him to the room's far door. Ashley can't go with Leon, but don't worry; she'll be safe where she is for now. Enter the door on the other side of the pit to proceed.



Chamber of Fire



resident evil

Wii edition



The door leads into a scorching chamber filled with lava and fire. Leon must navigate a treacherous obstacle course

to reach an important item at the room's far end. As soon as you enter the chamber, turn right and run to the edge of the balcony. Take aim at the cultist who begins to operate a fire-breathing dragon statue. The statue slowly moves toward you; fire until you hit the cultist, causing his flame-spewing device to fall into the magma below.



You can also shoot the hinges of the chains that hold up the dragon statue to make it fall.

Dunking the dragon statue not only rids you of a dangerous threat, it also causes a chest to appear on a nearby pedestal.

Move to the chest and open it for gold bars equaling 5,000 pesetas. Head up a nearby flight of stairs after claiming your prize to reach a small circular platform. Steel bars revolve around the platform, but there are two openings in the bars large enough for Leon to jump through. Stand ready to jump when the bars rotate to show an opening, then press **A** to leap across.



A few cultists stand on the path ahead of the circular platform. Fire at the men through the bars from a position of

safety, then jump to the path once they're down. Immediately turn right and move to the right side of the walkway; another dragon statue activates to the left and begins spouting flames when you jump across. Shoot the two chains supporting the dragon statue to destroy the device.



Destroying the second dragon statue spawns another chest farther up the path, but be careful when heading

over there; many more cultists drop to the walkway from overhead ledges, eager to thrash you. Back away and deal with the cultists without allowing them to swarm in, then open the chest when they finally stop coming for a special reward.



You've found another Illuminados Pendant. Sell this valuable to the merchant for big bucks.

Cautiously approach the chamber's north end; a third and final dragon statue lowers without warning and begins

spewing flames. Either shoot the statue's support chains or run between the two walls that stand to either side of the device in an effort to sight the zealot operator. Dunk this final statue into the fire below to clear the way to the room's final chest, which contains a **Lion Ornament**.



Backtrack out of the scorching chamber and return to the previous room where you left Ashley. Head down the nearby

steps and approach an ornate cart. Approach the cart and press **A** to make Leon and Ashley hop aboard. The cart then sets off, bringing the duo back to the castle's grand hall, where they had their first encounter with Salazar.



Smash the large vases when you disembark to find a hidden spinel.



In the grand hall, approach the large mural near the typewriter. As you noticed before, the mural is missing a few pieces. Insert the **Goat Ornament**, **Lion Ornament**, and **Serpent Ornament** into the mural to complete the picture. This causes the mural to lower, granting you access to the north hall. Save your progress at the nearby typewriter and then head north.



Before passing through the hall's north door, make a brief detour and enter a hard-to-spot opening in the

right wall. The opening leads up some stairs to the small balcony, where Salazar stood during your very first meeting with him. Collect a hand grenade from a small vase in the passage and knock down a portrait of Saddler to find some gold bars, then return to the main hall and proceed through the north door.

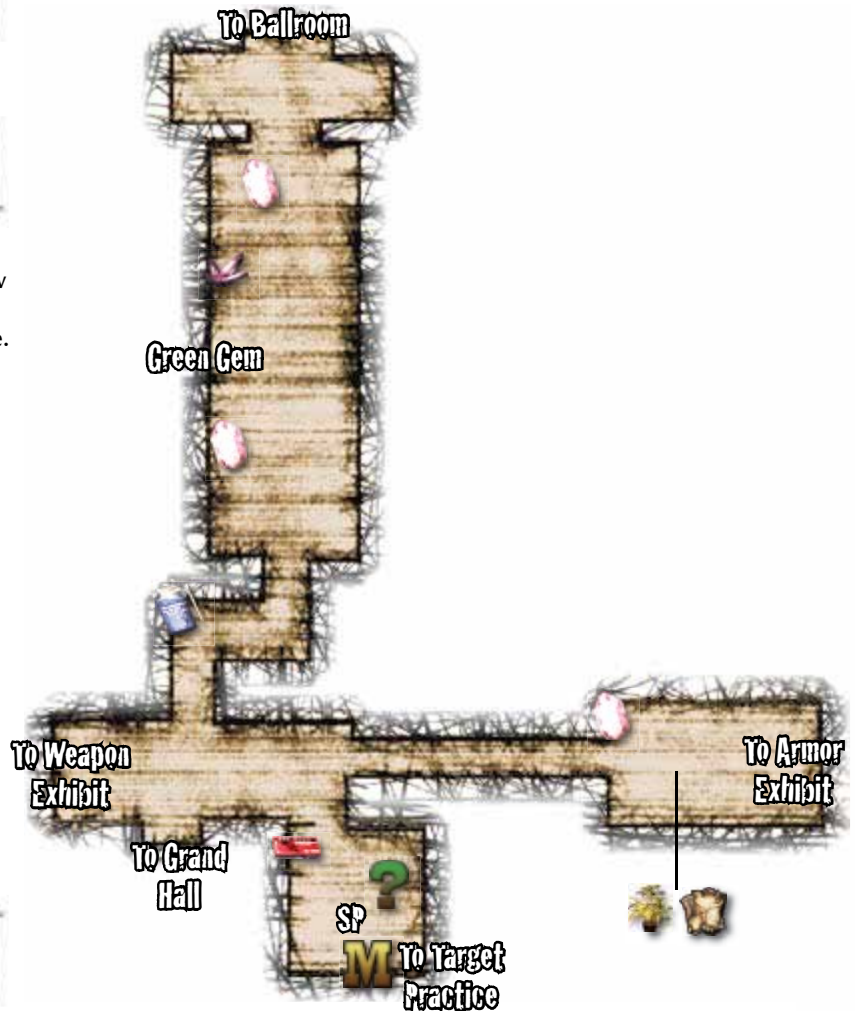


The door leads to another small room with yet another rail cart. Leap over the railings and smash the vases for a random item and a spinel, then board the cart to reach a remote portion of the castle. Shatter two more vases when you disembark for another random prize and a sparkly velvet blue, then knock down a nearby portrait to reveal gold bars. Proceed through the door ahead when you've finished your looting.



The vases near the rail cart hold a valuable spinel and velvet blue.

Corridor of Royalty



The rail cart brings Leon and Ashley to a remote section of the castle. Explore the entry hall to find several

valuables. Shoot down the glittering objects in the hall lined with statues for two spinels, a velvet blue, and a Green Gem. The door at the north end of the hall is locked, and the king and queen statues to either side of the door seem to be missing something. Backtrack and search the east end of the hall for another spinel, a yellow herb, and a document entitled **Sample Retrieved**.

Resident Evil

Wii edition



Find three spinels and a velvet blue in the corridor.



You've found another Green Gem. Slot it into your Elegant Mask to complete the piece.



Enter a small south room to meet up with the merchant once again. Check the room for items, then sell off your

newly completed Elegant Mask and any other valuables you've been toting around. A blue door near the merchant leads to the second target practice range; enter for a bit of optional fun and profit.

Corridor of Royalty Merchant

The merchant has nothing new to sell, but he offers a few new upgrades. Definitely purchase tune ups for the semi-auto rifle and TMP if you own one. Don't upgrade the Broken Butterfly unless you're swimming in cash; the magnum is powerful enough as it is. However, if you've been using the Broken Butterfly and are nearly out of ammo, consider purchasing its clip capacity upgrade for a free reload.

New Upgrades

Weapon	Upgrade	Cost
Rifle (Semi-Auto)	Firepower Lv.4	24,000
Rifle (Semi-Auto)	Reload Speed Lv.3	18,000
Rifle (Semi-Auto)	Capacity Lv.4	15,000
Shotgun	Firepower Lv.5	30,000
Shotgun	Capacity Lv.5	15,000
TMP	Firepower Lv.6	35,000
TMP	Capacity Lv.4	20,000

Target Practice: Game B

Enter the blue door near the merchant to visit another optional shooting range. Here you can play either Game A or the new Game B. There's no need to play Game A if you cleared it before; try Game B instead.

Game B is a bit more challenging compared to its predecessor, but not much.

Use the rapid-fire load out and pelt each target with the TMP. Remember to avoid the Ashley targets and try to score headshots for extra points. Hit five targets in a row without missing to open the background and reveal a bonus target worth 500 points.



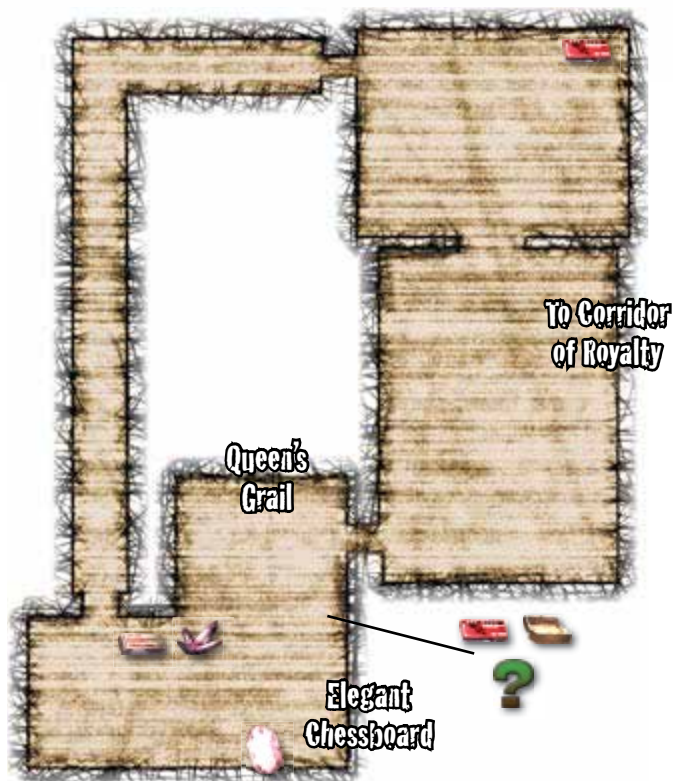
As before, you must score 3,000 points to win a bottle cap prize from the game. Hitting all

25 targets or earning 4,000 points nets you the game's special bottle cap. The game becomes more difficult when you win four of its bottle caps, so try to win the special bottle cap beforehand. Win all six prizes from the game to receive a one-time bonus of 25,000 pesetas from the merchant!



To progress, you must search the east and west wings of the corridor to find two objects that will allow you to open the sealed north door. You can search the wings in any order; we recommend starting with the west one as it's much easier than the east.

Weapon Exhibit



An impressive weapon gallery is on display in the west wing. Both of the first room's doors are locked tight, however.

To progress, push the knight statues onto two of the four orange pressure plates on the floor. Position Ashley on another pressure plate and press to make her wait there, then move Leon onto the fourth pressure plate to solve the puzzle and open the north door.



Don't enter the north room just yet. Instead, aim at the ceiling and sight four red jewels, one in each corner.

Shoot all four jewels to disable a deadly trap in the room, then enter the chamber for a brief meeting with Salazar. The Castellán laughs and runs away, sealing you inside the room and activating a cunning trap. You've already foiled his plan, though; the ceiling does not lower to crush you as Salazar had intended. Collect the handgun ammo from a corner of the room and then chase after the wicked Castellán.



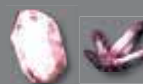
If the ceiling begins to fall, scan it for a red jewel you might have missed. All four jewels must be shot to disable the trap.

Head down the narrow corridor that follows. A portcullis suddenly falls when Leon enters the room ahead, trapping Ashley alone in the corridor. Two cultists then smash into the corridor from the far end, driving a terrible machine covered with blades and drills toward Ashley. Equip a rifle and shoot both cultist drivers to raise the portcullis so that Ashley can flee into the room with Leon. The zealots' machine rams into the doorway but does not smash through.



The danger is over now, so search the small storeroom you've wound up in for valuables. Find the **Queen's**

Grail inside a chest and an Elegant Chessboard inside a cabinet. Loot the room and then exit this west wing, crossing the Corridor of Royalty to enter the east wing.



Smash boxes and barrels inside the storeroom for a spinel and a velvet blue.



An Elegant Chessboard rests inside a small cabinet. "Pawn" off this valuable on the merchant for additional funds.



resident evil
Wii edition

Armor Exhibit

To Corridor
of Royalty

King's Grail



Collect the handgun ammo from the lion statue in the east wing's entry corridor, then order Ashley to wait near the

statue. Send Leon down the next leg of the corridor alone, and be ready to press (A)+(B) or wave the Wii Remote to avoid surprise attacks by two separate armor suits in the hall. Enter the circular chamber that follows and collect the shotgun shells and green herb, then make a quick health and ammo check to make sure Leon's in good shape.



You need the **King's Grail** to progress, so remove it from the central dais. Taking the grail causes the chamber's door

to seal shut and three of the room's walls to spin around, revealing a trio of fearsome knights who spring to life and attack. Back up against a wall and let the knights approach, then quickly run past them and cross the room as they draw near.

First Appearance: Armadura



Somehow, Salazar has succeeded in creating an insane marriage of Las Plaga parasites and the ancient suits of armor that adorn various sections of his castle. The results are heavily armored horrors known as Armaduras. Wielding giant axes and massive swords, Armaduras have a wide attack range, and just one swipe from their weaponry inflicts tremendous damage. Blast their helmets off to reveal their controlling Plagas, then defeat the parasites to end the threat.

Threat Level



The Castle

Long, Hard Road



The knights are slow to turn and follow Leon. When you reach the room's far side, spin around and toss a hand

grenade to inflict heavy damage on them. If you're lucky, the blast catches all three knights, knocking their helmets off to reveal tentaclelike Las Plagas. Quickly hurl a flash grenade to dispatch the parasites. If the initial grenade didn't knock all the knights' helmets off, pelt their helms with handgun fire from range before hurling the flash grenade.

The walls spin once again when all three knights have fallen, and three more Armaduras enter the chamber. These guys are stronger and faster than the last bunch, and they reveal terrible wormlike Las Plagas when their helmets are removed. Use Leon's superior mobility to keep away from the Armaduras, blasting them with the Riot Gun to remove their helmets. If you have another hand grenade, try to bunch the knights together as you did before, following up with a flash grenade for instant kills.



A host of cultists now guards the north end of the corridor. Keep back and use the rifle to bring down as many as you can from range. If you're fast, you can kill all of the men from the far end of the hall. If they start to close in, use a handgun or shotgun, or toss an incendiary grenade to finish them off.



Once the dust settles, approach the king and queen statues at either side of the north door. Insert the **King's Grail** and

Queen's Grail into the appropriate statue to unlock the door, then head through.



Watch out for the scythe-wielding zealots; they can throw their weapons at you from afar.



Don't let those wormlike Las Plagas anywhere near Leon or they'll bite his head clean off!

The chamber door opens after you defeat the second group of knights. Flee this area with Ashley and return to the corridor of royalty. Save your progress at the typewriter near the merchant if you like, then head toward the corridor's north door.

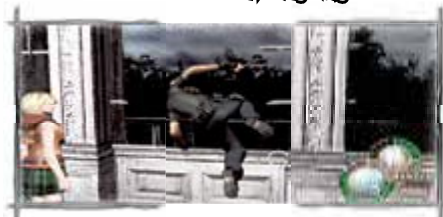
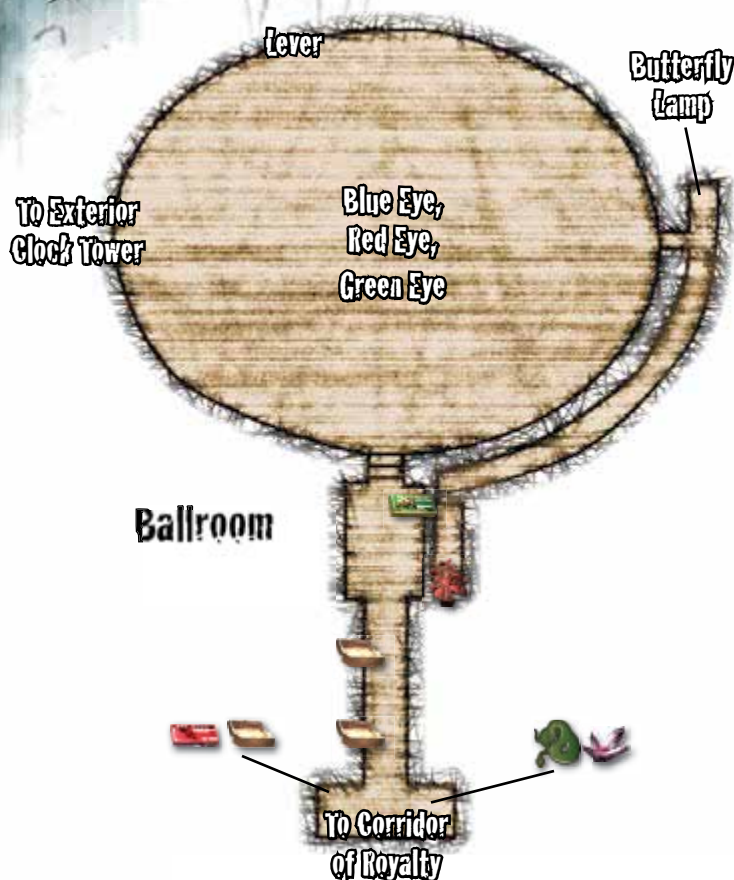


primagames.com

167

Resident Evil

Wii edition



The hallway that leads into the large ballroom ahead is filled with goodies. Smash the vases near the entry, being quick to

kill the snake that pops out of one. Loot the hallway and then jump through one of the open windows to reach an outdoor ledge. Turn right and collect a red herb from the south end of the ledge, then turn around and climb up a ladder to reach a higher ledge above. Open the chest at the far end of the higher ledge to claim a second Butterfly Lamp.



One of the vases in the entry hall contains a velvet blue.



You've found another Butterfly Lamp. Insert three colored Novistador eyes into this piece to greatly enhance its value.

Turn left and drop into the ballroom. Circle around to the entry doors, then take aim at the giant pulsating sack on the ceiling. Unload on the sack until it finally bursts apart, sending a shower of glittering Novistador eyes falling to the floor.

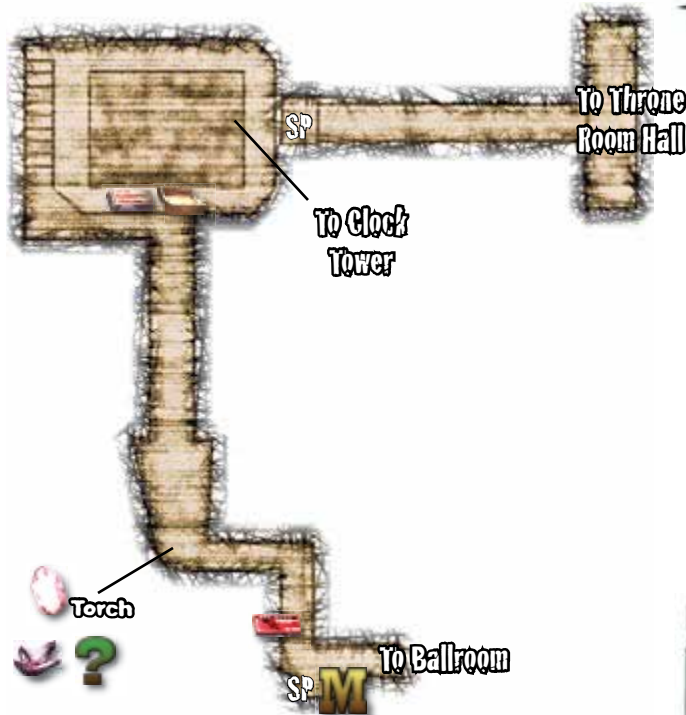


As you move to collect the eye gems, a flying Novistador suddenly swoops down and snatches up Ashley, carrying her off before Leon can react. Many more insects then fly in to tear Leon apart. Immediately turn and run through the large door leading to the entry hall, then spin around and blast the bugs as they filter through the door in pursuit. Stand your ground and unleash hell until the Novistadors finally stop coming, then move to collect all of the eye gems they drop.

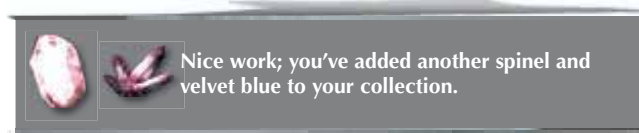


Return to the ballroom and collect the eye gems that fell from the Novistador nest. Cross the chamber and pull the lever on the far wall to lower a drawbridge inside the room. Two chains attached to the drawbridge prevent it from fully extending; shoot the hinges off each chain to free them both from the wall. The drawbridge then falls; cross it and proceed through the door ahead.

Exterior Clock Tower



The merchant awaits you in the next hall. Trade with the man, collect some handgun ammo from a nearby chair, and save your progress at the typewriter. Move down the hall afterward and pass through a door to head outside. Smash the barrels just beyond the door for a velvet blue and also attack the nearby torch with Leon's knife for a spinel.



Exterior Clock Tower Merchant

The merchant offers a variety of new upgrades at this location, but no new weaponry or gear. Tune up your handgun of choice, be it the Red9 or Blacktail, but steer clear of other upgrades. The very next merchant you encounter sells an advanced shotgun; save your pesetas for it.

Weapon	New Upgrades	Cost
Blacktail	Firepower Lv.4	24,000
Blacktail	Firing Speed Lv.3	20,000
Blacktail	Reload Speed Lv.3	15,000
Blacktail	Capacity Lv.4	15,000
Broken Butterfly	Firepower Lv.4	35,000
Broken Butterfly	Capacity Lv.3	20,000
Handgun	Firepower Lv.6	20,000
Handgun	Capacity Lv.6	12,000
Mine Thrower	Reload Speed Lv.2	18,000
Punisher	Firepower Lv.5	25,000
Punisher	Capacity Lv.5	18,000
Red9	Firepower Lv.5	28,000
Red9	Capacity Lv.5	16,000
Rifle	Firepower Lv.6	35,000
Rifle	Capacity Lv.6	25,000
Riot Gun	Firepower Lv.5	32,000
Riot Gun	Capacity Lv.4	15,000



A tall clock tower stands in the distance ahead. As Leon approaches the structure, Salazar radios in and taunts him yet

again. Looking through binoculars, Leon sees Ashley being led into an adjacent tower, but there seems to be no way of getting there. Continue toward the clock tower ahead.

Leon is spotted by a lookout as he moves toward the clock tower. As a result, Illuminados on the adjacent tower man three



catapults and begin hurling flaming boulders at him. Don't linger on the walkway; rush toward the clock tower, turning left and then running up a flight of stairs when you get there. Have the Riot Gun ready and blast any zealots that get in your way as you climb the stairs. Remain near the steps and dispatch the small group of cultists who patrol the tower; the catapults can't reach you from here.

resident evil

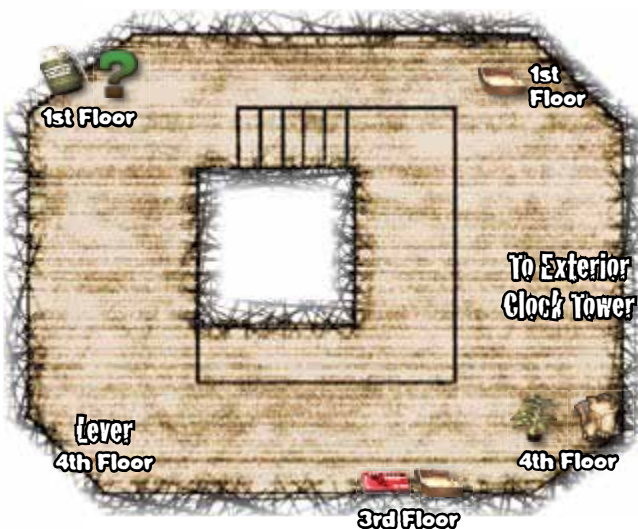
Wii edition

Two barrels on the clock tower's balcony contain valuables, but getting near them is dangerous due to the catapults on the adjacent tower. Run toward the barrels and then quickly retreat to trick the catapults into firing at them, then dash out to collect the items left behind.



After securing the tower's outdoor balcony, your next task is to get inside the clock tower. The entry door lies on the tower's east side, right in the catapult's line of fire. Approach the corner and wait for the catapults to fire and miss, then quickly dart around and rush through the door.

Clock Tower



Once inside the clock tower, aim at the collection of gears and cogs ahead. Spy two planks of wood that are jamming the gears, and shoot them both. Drop to the floor below afterward, and smash the wooden boxes on the tower's ground floor for a hand grenade and other items. Then climb back up to the second floor and take another ladder to reach the third floor above.



Search the third level of the tower for items and then climb yet another ladder to reach the tower's top floor. Pick up a green herb and a note entitled **Ritual Preparation** from a small table, which hints that the clock tower has been jammed in three places to prevent Leon from reaching the adjacent tower. Move to the lever at the end of the walkway and shoot the final plank of wood directly ahead. Then pull the lever to activate the clock tower, rotating the whole structure so that the exterior walkway connects to the adjacent tower.



Zealots rush into the tower right after you pull the lever. Equip the Riot Gun and drop down to the third

floor. Run up to the crossbow cultist and blast him out of your way. Drop to the second level and thrash two more crossbowmen. More hostiles enter the tower when you drop to the ground floor, and additional crossbow zealots appear on the balconies above. A dynamite-armed cultist also appears on an upper floor and begins raining explosives down on you. Sticking around to defeat this second batch of hostiles is extremely dangerous; rush through the ground floor, dodging your adversaries as best you can. Head straight for the exit door on the ground floor and don't stop until you've made it outside.



With the tower rotated, the outdoor walkway now stretches toward the neighboring tower. The tower's catapults

no longer fire at you; three shielded zealots advance across the walkway instead. Toss a grenade to wipe the men out in short order, then turn left and save your progress at a nearby typewriter.

The Castle

Long, Hard Road

Crossing the walkway prompts a host of Illuminados to pour out from both towers, sandwiching you on the



footbridge between them. Ignore the enemies behind you and immediately toss a grenade at the group ahead; the middle cultist who wears a horned helmet is armed with a rocket launcher and must be eliminated before he fires.



Equip the Riot Gun and find a corner to hole up in, then stand your ground and fire away. The men keep coming, but you

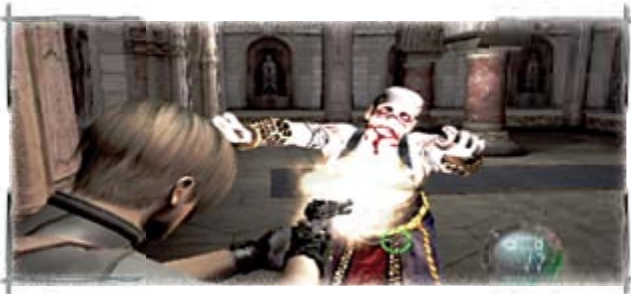
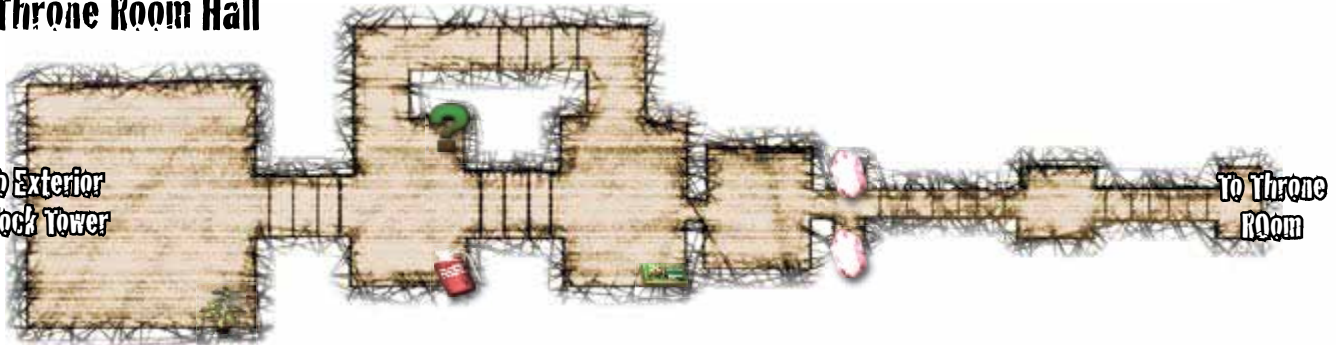
should have more than enough firepower to deal with them by now. Be wary of Las Plagas erupting from their heads and waste no time in blasting them away. The zealot with the horned helmet drops a Gold Bangle; be sure to collect it before proceeding into the next tower.



Zealots have no need of material possessions. Sell this one's Gold Bangle to the merchant for cash.

Throne Room Hall

To Exterior
Clock Tower



Leon beholds a frightening sight when he enters the tower: two zealots and two fearsome Garradors stand at the far end of the narrow entry chamber. Surviving this scenario requires patience and an iron will. Make sure Leon's health and ammo are up to snuff before slowly walking forward to draw the attention of the cultists, but not the Garradors. Stop when the cultists notice Leon, then turn left or right and move to one corner of the room. Turn around and dispatch the pair of zealots when they approach; you're far enough away that your gunshots won't alert the Garradors.



You can simply fire the rocket launcher at the door behind the Garradors to kill them both at once. We recommend you save the rocket launcher though; it comes in handy very soon.

Collect the nearby green herb and then move toward the Garradors. Fire one bullet at one of the monsters to draw them

both to your side of the chamber. Quickly run to one side to avoid their initial assault, then start walking around the lower area, aiming to line up shots at the Garradors' Plagas with the Broken Butterfly or semi-auto rifle. Don't move up the stairs if you can help it; doing so triggers more cultists to enter the room, which is the last thing you need.



resident evil

Wii edition

There are two bells at either side of the stairs. If you need to create a little breathing room, shoot one from range to ring it and draw the Garradors away.



Continue the deadly dance with the Garradors, keeping track of both to ensure you aren't blindsided. Stay

close to the outside walls to increase the chances that the Garradors' claws will become stuck when they rush to attack you. Work at killing each monster in turn, but don't shy away from taking a shot on the other if the chance permits. The fight becomes a simple matter once the first Garrador falls.



One of the Garradors is covered in armor, the other is sleeveless. This is a good way to tell them apart.

The Garradors each drop 15,000 pesetas. Collect the cash and then explore the other side of the room.



Cultists rush in from behind as you climb the stairs, and another one lurks within the side passage to the north. Dispatch the madmen, claim the valuables they drop, then make a thorough search of the chamber before proceeding through the door at the top of the stairs.



Grab two spinels from the statues in the hall beyond the door.

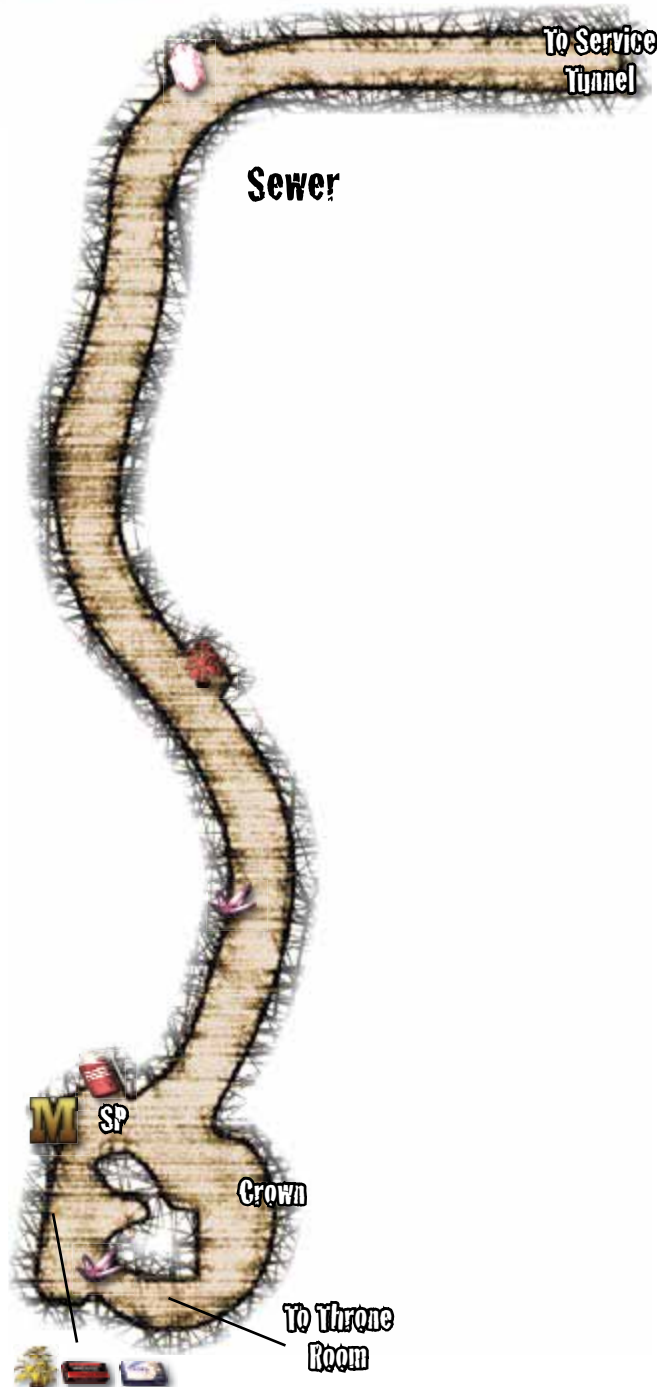
The door leads into Salazar's decorative throne room. Leon sees Ashley being restrained by Salazar's cloaked minions, but



before he can do anything about it, the vile Castellan presses a switch and opens a trap door right beneath Leon's feet. As Leon falls, press (A)+(B) or shake the Wii Remote as indicated to make him fire a small grappling hook into the wall and halt his decent. Failing to do so results in Leon's untimely demise.

Sewer

To Service Tunnel



Leon finds himself in a horrific sewer tunnel where the bodies of those who've displeased the castle's master

lie discarded. Collect the bounty of items from the initial pit, including a yellow herb, an incendiary grenade, TMP and magnum ammo, a velvet blue, and a precious Crown. Speak with the nearby merchant afterward, who finally offers an advanced shotgun. Save your progress after bartering with the man and then climb the nearby ladder to escape the pit.

The Castle

Long, Hard Road



Find a velvet blue near the spikes that nearly impaled Leon.



One of the pit's dead holds a valuable Crown. He won't be needing it anymore. Hang onto this prize as it can be combined with others.

Sewer Merchant

At last, the merchant sells the most powerful shotgun Leon can find: the Striker. Sell the Riot Gun and buy this bad boy, which takes up a bit less space in the attaché case. Upgrade the Striker's performance stats as well; you want this mighty shotgun running at peak performance. Consider buying a rocket launcher if you used your free one on the Garradors earlier; you'll be glad to have one during a future encounter.

New Items

Item	Cost
Striker	43,000

New Upgrades

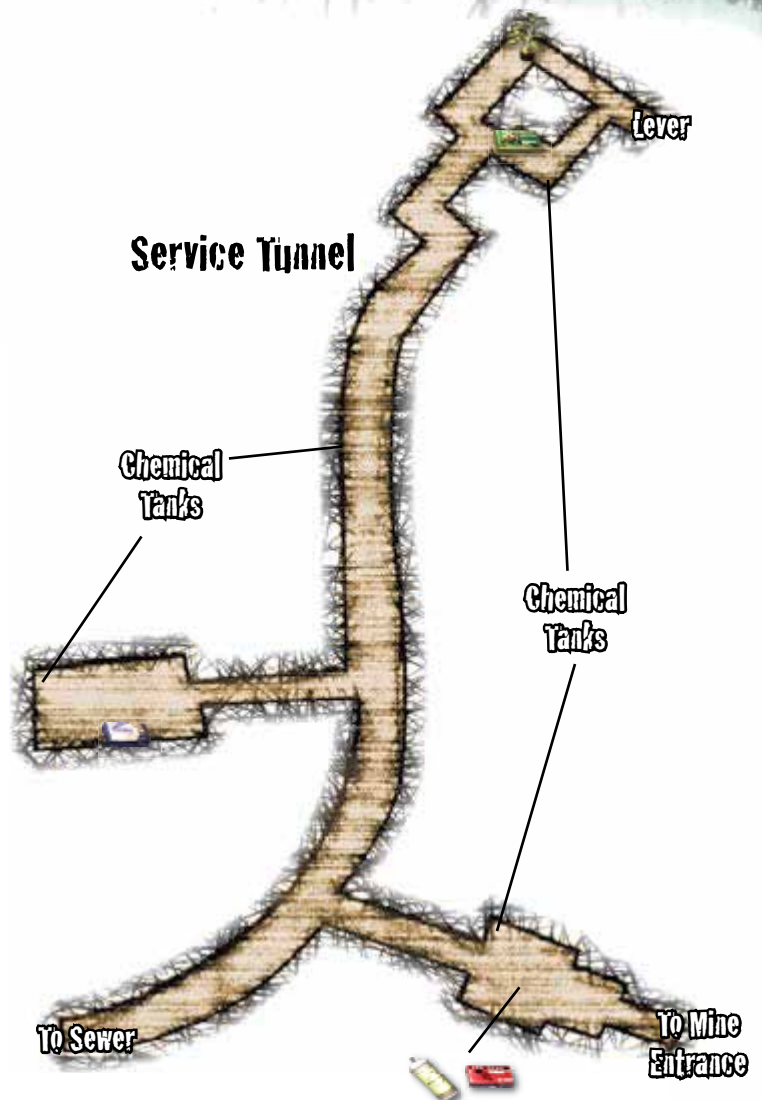
Weapon	Upgrade	Cost
Striker	Firepower Lv.2	25,000
Striker	Reload Lv.2	8,000
Striker	Capacity Lv.2	10,000



The ladder leads out of the pit and into a long drainage tunnel. Proceed down the tunnel, nabbing a velvet blue, a red herb, and a spinel on your way to the far door. Make sure Leon's health is near full and his weaponry is fully loaded, then pass through the door to reach the next area.



Don't miss the glimmering spinel and velvet blue in the Sewer!



Leon gets the feeling something's following him as he exits the sewers and enters a long service corridor.

Run down the passage, ignoring the east and west side rooms and the large red canister in the hall as you go. Be ready to press (A)+(B) or shake the Wii Remote to dodge an attack at a moment's notice; a vicious creature stalks Leon from the shadows and occasionally lashes out with lightning speed. You can't fight the creature yet, so just keep running and dodging until you reach a control room at the far end of the tunnel.



resident evil

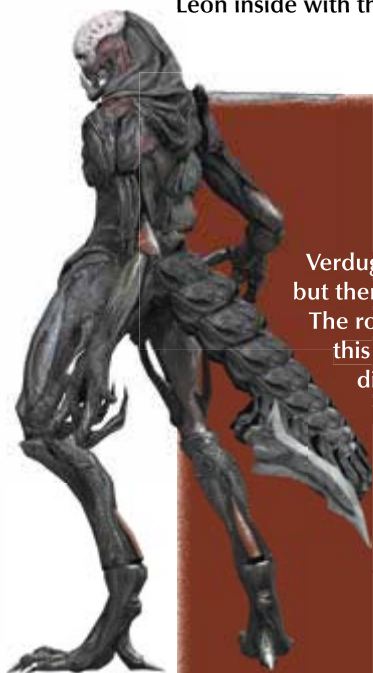
Wii edition



Dash through the control room, heading directly for the lever on the wall of the room's northeast alcove. Pull the

lever to supply power to the service tunnel's elevator, which is located in the east side chamber you ran past a moment ago. The door to the control room then slams shut, trapping Leon inside with the creature that's stalking him.

Rush to the control room's sealed door and attempt to open it. The shutter won't open for awhile due to a safety precaution. Seeing the opportunity to crush its quarry, the creature finally drops to the ground and moves toward Leon with lethal intent.



Castellan's Right Hand: Verdugo

Threat Level



Verdugo is an extremely dangerous adversary, but there are several ways to outlast the fiend. The rocket launcher is the key to simplifying this encounter; Salazar's right hand is very difficult to defeat without it. You definitely want to defeat Verdugo, rather than just escape from him, because the creature drops a precious item when it falls.



Leon is cornered near the control room's shutter when Verdugo first lands in the chamber. Blast the monster with the Striker until it leaps up to the ceiling, then run past it. Bolt to the large canister in the control room and stand near it, waiting for Verdugo to return to the ground and approach. The moment Verdugo draws near, press **A** to topple the tank, freezing the creature with the gaseous chemical that spews forth.

Unfortunately, things aren't so easy if you're not carrying a rocket launcher. Instead of ending the fight in one shot, you'll need to freeze Verdugo and then punish the monster with hand grenades, Striker blasts, or the Broken Butterfly. The goal is simple: inflict as much damage as possible before the creature thaws. Flee the control room when the emergency shutter finally opens and then run down the service tunnel, toppling the large canister you ran past before to freeze Verdugo a second time when it draws near. Again, punish the creature with powerful attacks to inflict heavy damage.



There are gas tanks in both side chambers as well. Use them to freeze Verdugo again and again, pounding

him each time with heavy fire. Destroy the creature to claim the Crown Jewel he leaves behind, which can be fitted into the Crown you found in the pit for increased value.



Verdugo was carrying a Crown Jewel. Combine this treasure with the Crown, and keep a lookout for one more piece to add.



Don't topple the canister when Verdugo is crawling along the ceiling or the attack might miss.



Freezing Verdugo slows it down tremendously and makes it vulnerable. If you're carrying a rocket launcher, simply stand back and fire away. One direct hit shatters the monster into a thousand shards of ice, ending the fight instantly.

If you're not interested in treasure and just want to conserve ammo and escape, simply freeze

Verdugo and then run away. The service tunnel elevator arrives after approximately four minutes; evade Verdugo until the elevator arrives, then hop aboard and flee. When you've run out of canisters to topple, try running circles around the small table in the elevator chamber to keep Verdugo from reaching you.



Chapter 4-2: Caverns and Mines

After narrowly surviving an encounter with Salazar's "right hand," Leon finds himself deep beneath the castle and must fight his way back to the surface. Many obstacles stand in his way, including a cavern full of Novistadors and a chamber guarded by a pair of massive giants.





resident evil
Wii edition

To Inferno
Chamber

Catacombs 1st Floor

To 2nd
Floor

Switch

To 1st
Floor

Switch

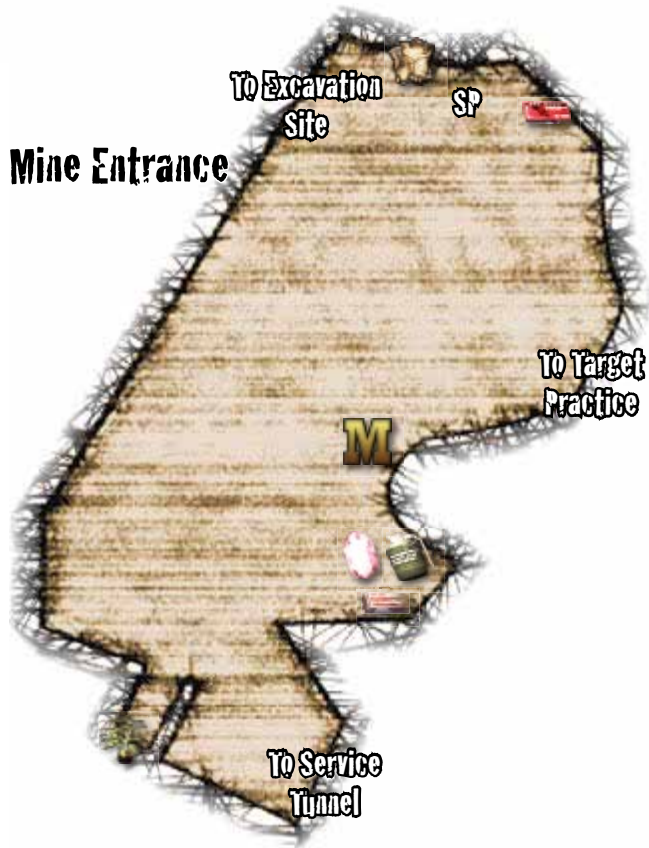
Catacombs 2nd Floor

Lever

Royal
Insignia

To Ruins





Mine Entrance Merchant

Nothing new is for sale this time, but the merchant does offer new tune ups for the Riot Gun and mine thrower. You're probably not using either one, and that's okay; just save your pesetas for another day.

New Upgrades		
Weapon	Upgrade	Cost
Mine Thrower	Firepower Lv.3	45,000
Riot Gun	Capacity Lv.5	20,000

Target Practice: Game C

Visit the shooting range near the merchant for a chance to win even more prizes. Game C is now available, which is just a bit more challenging than the last round. You can also replay Games A and B if you like. Clear Game C for another lovely row of bottle caps. Earn all six for a huge cash prize of 35,000 pesetas!



The service tunnel elevator takes Leon deep underground, dropping him off at the entrance to an active mining

facility. Smash barrels and collect items from the entry area, including **Luis' Memo 2**, which reveals how Las Plagas were buried for years and then eventually excavated by the villagers, who gave new life to the organisms when they breathed the parasites' fossilized spores into their bodies. Speak with the nearby merchant, enter the blue door to visit the shooting range if you like, then save your progress at the typewriter and proceed through the rusty doors to the mine.



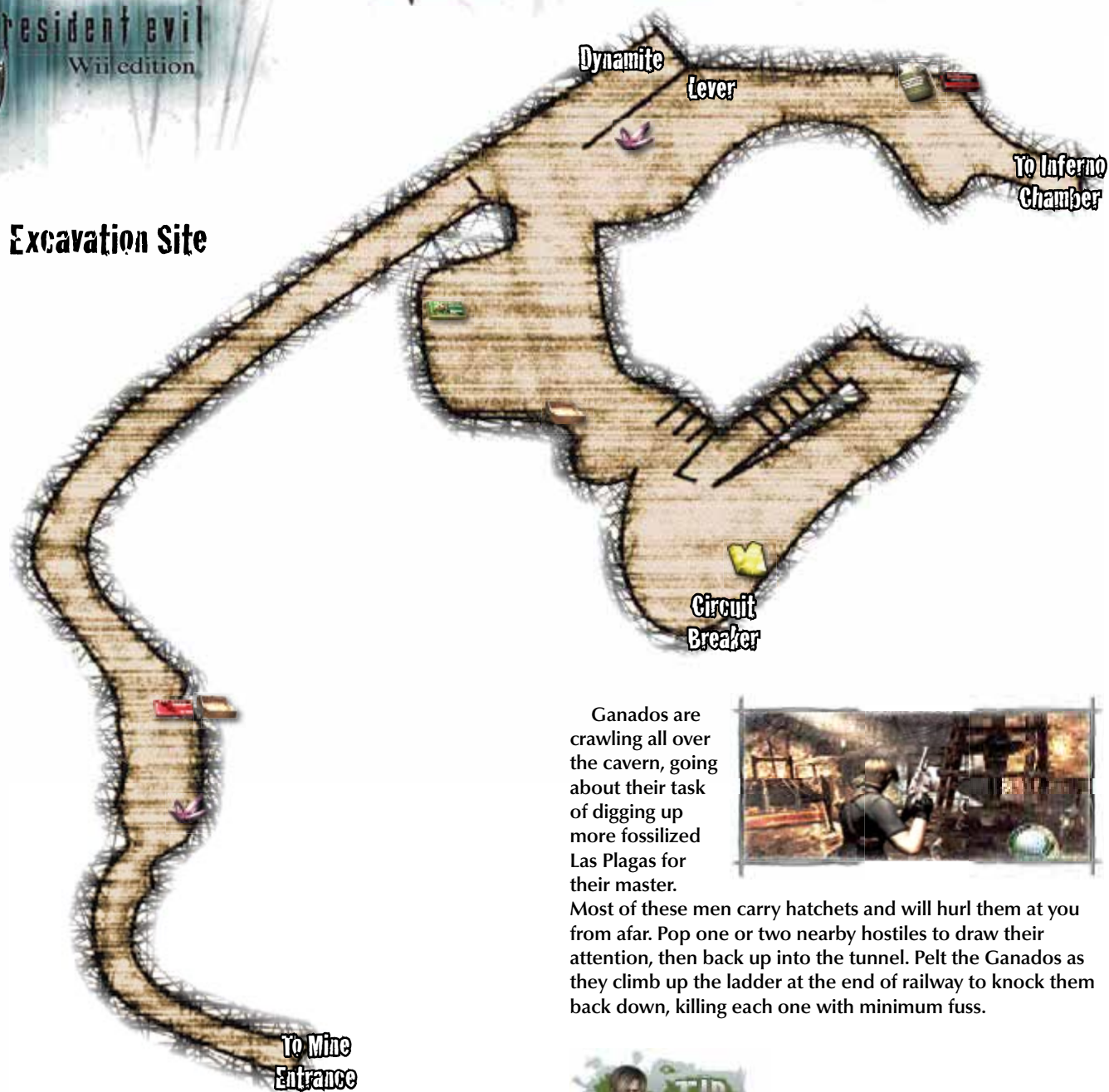
Smash a barrel near the merchant for another spinel to sell.





resident evil
Wii edition

Excavation Site



Ganados are crawling all over the cavern, going about their task of digging up more fossilized Las Plagas for their master.

Most of these men carry hatchets and will hurl them at you from afar. Pop one or two nearby hostiles to draw their attention, then back up into the tunnel. Pelt the Ganados as they climb up the ladder at the end of railway to knock them back down, killing each one with minimum fuss.



It's a Ganado reunion: two villagers stand in the railway passage ahead. Dispatch both men with a handgun from range, then search the carts and barrels for items, including a valuable velvet blue. Continue down the tunnel and notice a sign warning the workers not to overload the mine carts with dynamite or they'll trip a circuit breaker. Keep this in mind and proceed through the tunnel until you reach a large cavern.



If you've got lots of rifle ammo, use the semi-auto to clear the area more quickly.



Scan the cavern for movement and don't drop down from the railway until you've dispatched all surrounding

workers. When the cavern is secure, drop to the ground floor and search around for valuables, including shotgun ammo and gold bars worth 5,000 pesetas. After pillaging the dig site, approach the trolley control panel to the north and press the switch to summon a mine cart. The mine cart is filled with dynamite and exceeds the railway elevator's

A velvet blue lies hidden in a mine cart along the passage.

The Castle

Caverns and Mines

weight allowance—a circuit breaker switches on, preventing the cart from lowering all the way. You need the cart's dynamite to blow up a nearby boulder and continue, so you'll need to find and reset the circuit breaker.



Find a sparkly velvet blue inside one of the chamber's mine carts.

A TNT Ganado rushes into the area after you summon the mine cart. Run to the nearby ladder and



climb up to return to the elevated railway, then stand back and shoot the man as he climbs the ladder in pursuit. After dealing with the hostile, return to the ground floor and head up a wooden ramp to reach the circuit breaker controls. Activate the controls to reset the circuit breaker, but watch out: a mob of Ganados soon rushes into the area, one of whom wields a frightening chainsaw.

Equip the Striker shotgun and run to the ladder leading up to the elevated railway. Climb the ladder and then immediately blast the mob of Ganados entering the area through the railway tunnel ahead. Knock them all down with a few shotgun blasts, then run past the mob and into the tunnel beyond. Turn around and then stand your ground against the hostiles, making sure to blast away the chainsaw maniac each time he draws near.



Collect the 10,000 pesetas the chainsaw Ganado drops and then drop to the ground once more.

Approach the nearby trolley controls and activate them for a second time to lower the mine cart to the ground. Run around and collect the **Dynamite** from the cart, then approach a nearby boulder, which blocks your path forward. Plant the **Dynamite** on the boulder, then quickly turn and run. The explosion destroys the boulder, allowing you to proceed through the far door.



Inferno Chamber



Beyond the excavation site lies a large, sweltering chamber full of lava. Collect a first aid spray, flash grenade, and some shotgun ammo from the cavern's southern half, then notice a lever against the north wall. Pulling the lever opens a trapdoor in the center of the chamber, revealing a pit of liquid-hot magma. Also spy a ladder directly across the cavern from the lever, which leads up some scaffolding. Ignore the lever and ladder for now, and simply cross the chamber, heading for the far door. As you near the door, two massive giants suddenly stomp into view, blocking your way out. You must defeat both monsters to escape.



resident evil

Wii edition



Terrible Twosome: Dual Gigantes

Surviving an encounter against two El Gigantes is nearly impossible, but you can simplify the fight a great deal by using the environment to your advantage.

Threat level



Killing one of the El Gigantes with the trapdoor trick is a big help, but then you can't collect the 15,000 pesetas the giant would normally leave behind. Still, we think you'll find the risk of combating two giants at once doesn't match the potential reward.



The fight becomes a breeze once you've dunked the first El Gigante. Though you can't use the trapdoor trick to kill

Run to the ladder you noticed earlier and then climb up to reach the top of some scaffolding. From here, Leon can grab hold of an overhead pulley, which quickly brings him across the entire chamber. Stand near the pulley and wait for one of the giants to start shaking the scaffolding in an attempt to knock Leon to the ground. Quickly press **A** to make Leon grab the pulley at this time. Leon slides along an overhead zip line, landing right near the lever on the opposite side of the cavern.



The giants are quick to round on Leon and stomp toward his new location. Press **A** to grab the lever; Leon then looks over his shoulder at the monsters across the room. Press **A** a second time the moment one of the two giants walks over the central trapdoor to dunk the creature into the lava, ending his life in one smooth maneuver. If neither giant crosses the trapdoor, flee to the ladder and try again.



Be ready to dodge after crossing the chamber on the pulley; the remaining giant may execute a fast shoulder charge from range, which you must avoid by waving the Wii Remote.

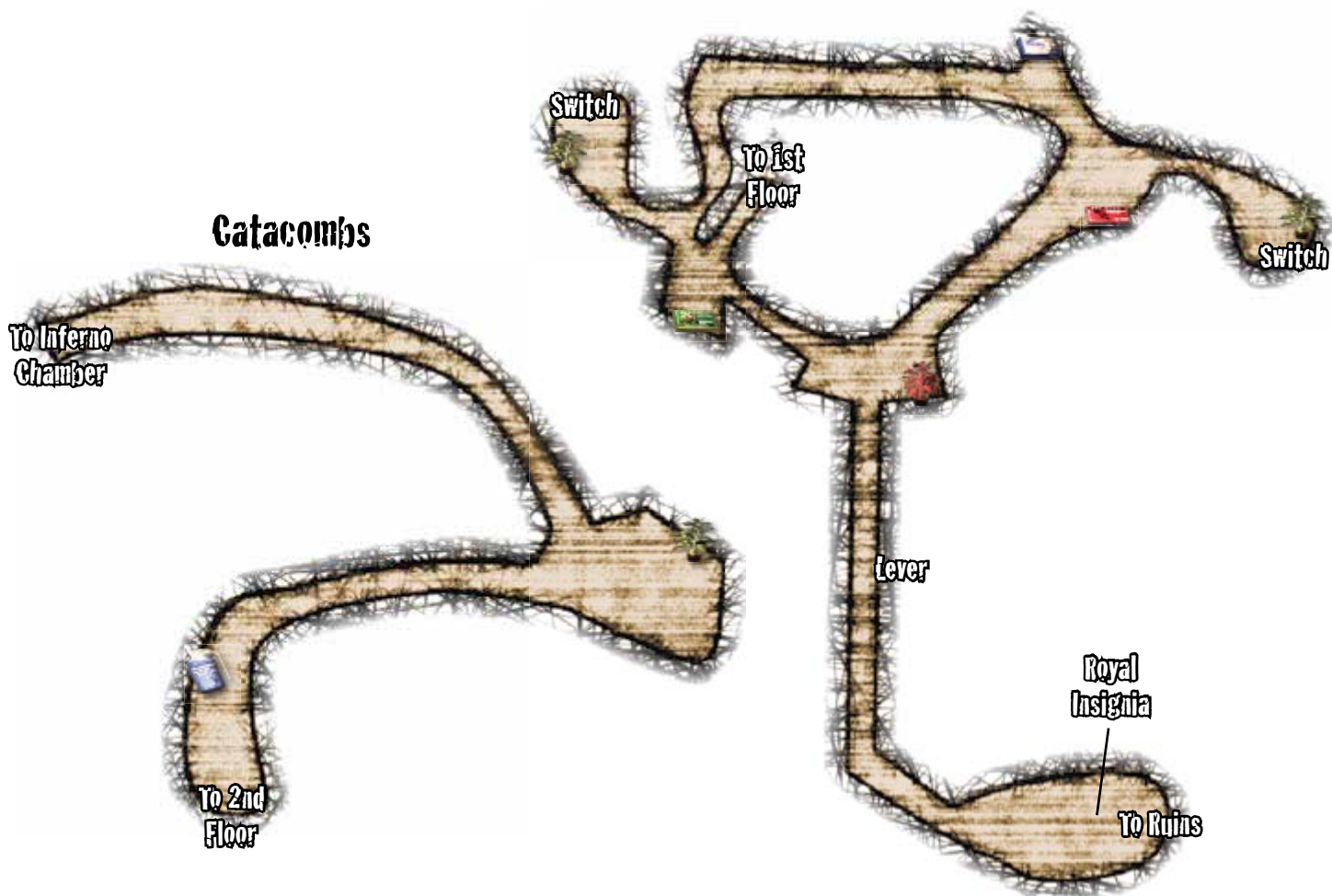
Punish the second El Gigante until he takes a knee, then climb his back and shake the Wii Remote to deliver



up to eight knife strikes to his exposed Plaga. Repeat this process a second time, slashing the giant's Plaga eight more times to finally put the monster down. Be ready to wave the Wii Remote as the giant collapses to avoid being crushed, then collect the 15,000 pesetas it leaves behind. Smash two barrels near the far door for some shotgun ammo and an incendiary grenade on your way out.



Don't move close to the El Gigante you dunk in the lava or he'll grab Leon and pull him under!



The soft sound of fluttering wings fills the next massive cavern. Examine a nearby pedestal for a puzzling

message: "The two lights shall shine light on a new path." The meaning soon becomes clear; for now, take aim at the host of Novistadors flying above the giant chasm ahead. Shoot each one with a handgun from range to drop them into the yawning abyss, then fall back to the entry passage and stand ready for more insects to come at you from the uphill path to the right.



Shooting Novistadors in flight often results in their immediate demise. Conserve ammo by picking off hovering insects.



Proceed uphill along the path when the bugs stop coming, luring any Novistadors you encounter back to the entry tunnel to dispatch them with ease. You eventually come to a fork in the path; turn right and enter a side tunnel. Stand inside the tunnel and annihilate any insects that chase you inside, then approach an odd switch in the far wall. Press the switch to turn on a bright light elsewhere in the cavern, then immediately spin around and blast the swarm of Novistadors that ambush you from behind.

resident evil

Wii edition



Exit the side tunnel and continue exploring the cavern trails. Work your way east to reach another side tunnel, blasting any bugs that engage you en route. Activate a second switch inside the east passage to turn on yet another light inside the cavern. With both of the cavern's switches activated, a focused ray of light shines against a south wall, melting away a portion of it to reveal a hidden passage beyond. Again, perform a quick turn and wipe out the Novistador swarm that enters the tunnel to assault you.



Exit the side passage when it's safe to do so and begin exploring the cavern trails more thoroughly.

Many valuable items lie on the paths; be sure to collect them all. Blast any insects you encounter as you raid the cavern, then enter the south passage you recently revealed.

The south passage is filled with traps: several large blocks slam down from the ceiling in a steady pattern, ready to crush Leon if he's caught beneath one. Dash past the first block as it retracts and then drop down off the ledge that follows. The second block is tougher to pass as you must drop from a ledge and then run forward before it crushes Leon. Again, wait for the block to fall and then make your move as it begins to retract.



The final trio of blocks is impossible to pass until you pull the lever on the left wall. Doing so causes the middle block to stop falling, giving you a place to rest as you dart between the other two. Run past the first block and stop in the light that shines in front of the next block ahead. Wait for the second block to fall, then dash past it to safety while it retracts.



Beyond the falling block traps, the passage winds to a final chamber where Leon discovers an odd sort of elevator. Take the Royal Insignia from the pedestal and then activate the elevator to escape the dingy catacombs and return to the surface.

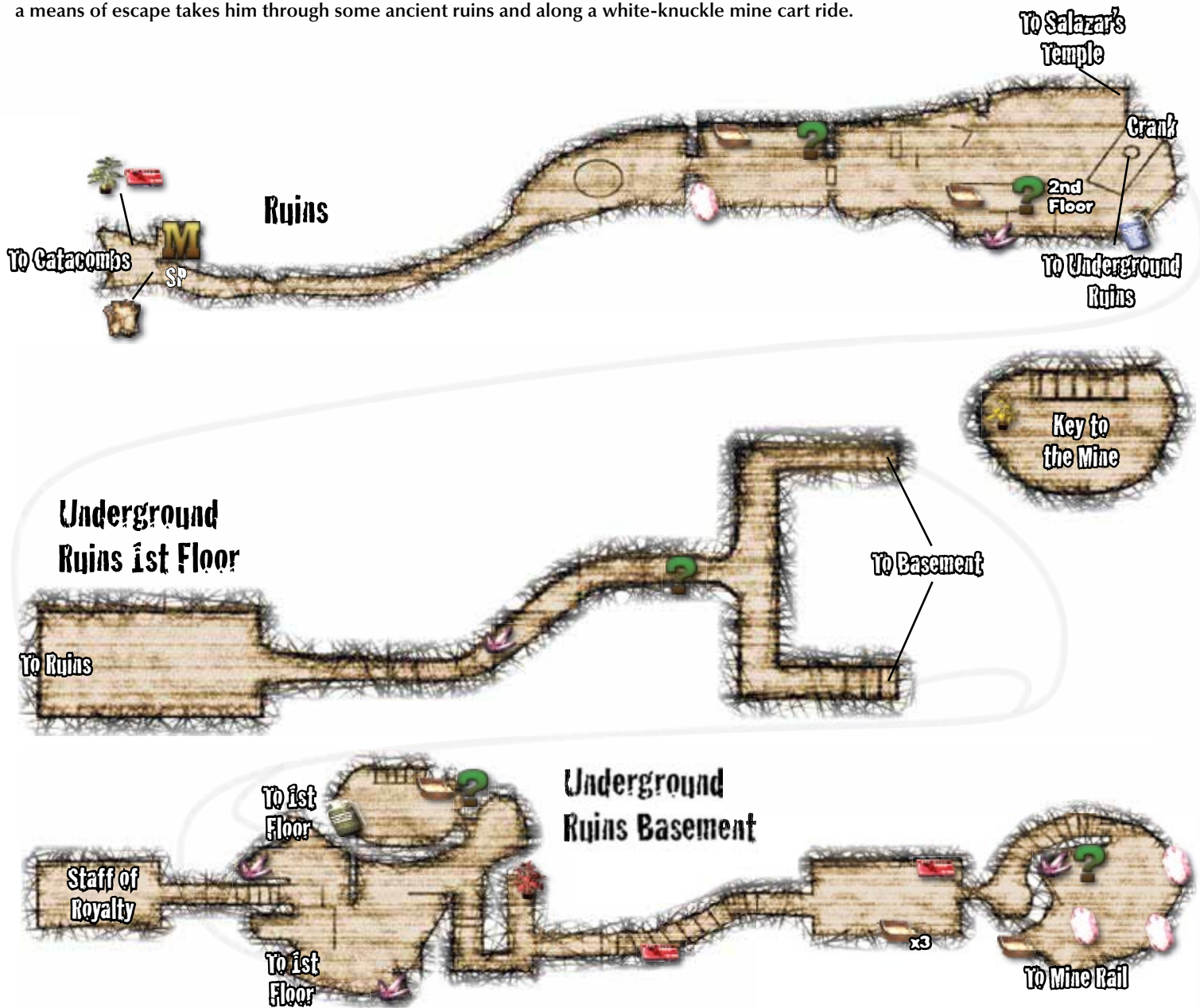


You've found the Royal Insignia. Insert this piece and the Crown Jewel into the Crown to form the Salazar Family Crown—an extremely valuable treasure to sell.



Chapter 4-3: Rails and Ruins

Shortly after reaching the surface, Leon finds he must delve back underground again to open a way forward. His search for a means of escape takes him through some ancient ruins and along a white-knuckle mine cart ride.



Legend		Document		Merchant		Spinel
		Flash Grenade		Peseta Box		Velvet Blue
		Green Herb		Random		Yellow Herb
		Hand Grenade		Red Herb		
		Handgun Ammo		Save Point		

Resident Evil

Wii edition



The strange elevator brings Leon up to the surface, right near an old shack. Smash the nearby barrels for items

and then take the **Letter from Ada** pinned to the shack to learn that Ashley was injected with Las Plagas before Leon—her time is running out. Trade with the merchant inside the shack and save your progress at the typewriter before venturing onward.

Ruins Merchant

Lots of new upgrades are available now. Sell your newly completed Salazar Family Crown for a ton of funds, then tune up the Blacktail if you're using that handgun. Upgrade the Striker and semi-auto rifle as well. Consider enhancing the TMP's clip capacity if you've got the cash to spare; more ammo means more rapid-fire mayhem.

Weapon	Upgrade	Cost
Blacktail	Firepower Lv.5	30,000
Blacktail	Capacity Lv.5	20,000
Broken Butterfly	Firepower Lv.5	50,000
Broken Butterfly	Reload Speed Lv.3	20,000
Handgun	Exclusive	57,000
Punisher	Firepower Lv.6	35,000
Punisher	Capacity Lv.6	24,000
Red9	Firepower Lv.6	45,000
Rifle (Semi-Auto)	Firepower Lv.5	30,000
Rifle (Semi-Auto)	Capacity Lv.5	20,000
Rifle	Exclusive	80,000
Shotgun	Firepower Lv.6	45,000
Shotgun	Capacity Lv.6	20,000
Striker	Firepower Lv.3	28,000
Striker	Capacity Lv.3	12,000
TMP	Capacity Lv.5	25,000



Leon catches a glimpse of Salazar's foreboding tower looming in the distance as he proceeds along the trail

beyond the merchant's shack. The ruins directly ahead are being used as a campsite by the Ganado miners, so approach with caution. Eliminate two Ganado lookouts with the rifle from range as you infiltrate the ruins, slowly moving toward the bonfire that most workers are huddled around.

Two ladders in the ruins lead up to small ledges that overlook the bonfire. Climb the ladder to the right, which leads to a ledge that's right above the hostiles. If you haven't been detected, toss a hand grenade into their midst to eliminate most or all of the Ganado miners. Remain on the ledge and use Leon's knife to finish off any survivors who climb the ladder in pursuit.



Scour the ruins for items once you've secured the grounds. Examine an ornate door

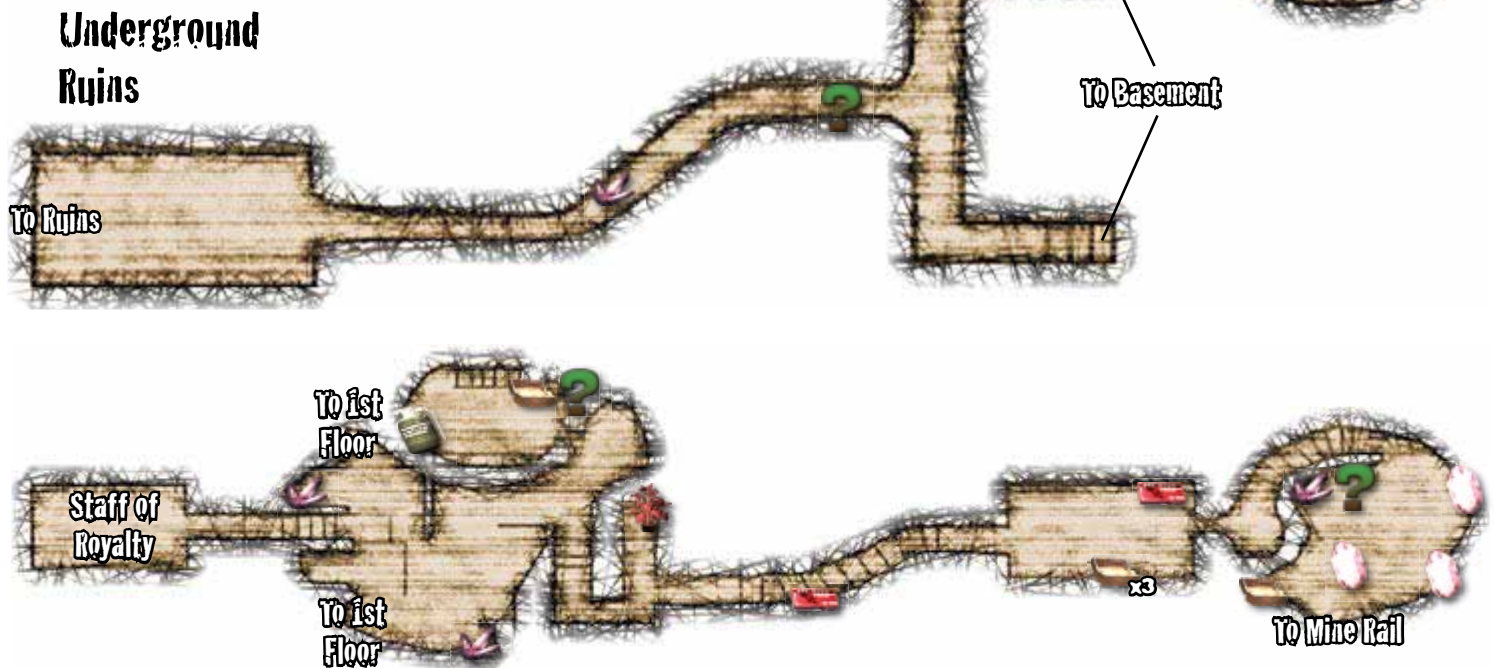
with a lion head decoration to find that a "sacrifice to the lion" is required to open the door. You currently have nothing to offer the lion, so jump through a nearby window to enter a small wooden cabin. Approach the crank inside the cabin and rotate the Wii Remote as indicated to turn it, revealing a hidden passage in the ground nearby. Climb into the passage to proceed.



A shiny spinel and velvet blue await discovery among the surface ruins.

The Castle

Rails and Ruins



Leon finds himself underground again, this time exploring some long-forgotten ruins. A large tablet in the

entry chamber informs you that the “offering to the lion” you seek lies just ahead. Proceed down the corridor that follows, smashing two wooden boxes for a velvet blue and a random prize. The corridor opens into a large cavern filled with Ganados; use the element of surprise and the semi-auto rifle to eliminate each hostile from range.

Head down the nearby steps after securing the cavern and then proceed down another flight to reach a small room

beneath the entry chamber. Check the sarcophagus in this lower room to find a Staff of Royalty, then backtrack out and search the ruins for valuables. Be careful not to step in the bear traps spread about the ground and don’t enter the two-story hut in the distance just yet.



Find two more sparkly velvet blues in the underground ruins.



You’ve found the Staff of Royalty, a worthy treasure to sell to the merchant.



Return to the entry landing after looting the ruins and view the second floor windows of the two-story hut through the rifle’s scope. Notice a chainsaw Ganado pacing about the room; fire at the man repeatedly until he finally stops getting back up. Hurry toward the hut afterward, shooting or dodging bear traps as you go. Climb a ladder to reach the hut’s second floor and collect the 10,000 pesetas left by the chainsaw maniac before they vanish.

resident evil

Wii edition



Entering the hut causes an ambush party of Ganados to attack. The men climb the hut's ladder to enter the second floor.

Approach the ladder and use quick knife attacks to knock each miner down to the ground as they climb up. Continue slicing into the workers until they finally stop coming, then jump through one of the windows and pick up the items they left behind.



Climb up the ladder again to return to the hut's second floor. Take the **Key to the Mine** that rests on a nearby pedestal, then search the small room for items, including a yellow herb. Make a quick health and ammo check, then head downstairs to reach the hut's ground floor, where another chainsaw maniac lurks. Defeat this dangerous foe for another 10,000 pesetas, then raid the room for valuables before heading outside.

Use the **Key to the Mine** to open the cavern's east door and proceed through the tunnel that follows. Leon



triggers a trap in the next chamber, whose spike-covered ceiling begins to descend upon him. To make things interesting, a Las Plagas spider also pops out of a nearby sarcophagus to attack. Fire two shots from a handgun to kill the Plaga, then quickly shoot four red jewels in the ceiling to disarm the trap.



There's no way to preemptively deactivate the ceiling trap this time around; you must trigger the trap to make the ceiling jewels vulnerable.

Open the room's sarcophagus and claim three boxes of pesetas from within. Nab the handgun ammo from the corner



of the room and then head through the far door. Find treasure in the circular chamber that follows; smash the barrels for pesetas and a velvet blue, then search the sandy floor to find two spinels, one of which is concealed by some falling sand. Fire at the brazier hanging near the east wall to free a third spinel, then exit the chamber through the nearby door.



Three little spinels and a sparkly velvet blue. Not bad!

Mine Rail



Leon finds himself faced with a trio of mine carts sitting on a railway ahead. Collect items from the nearby

barrels and then jump aboard the nearest cart. Remain in this rear cart and shoot the lever to the left to start the carts in motion. Make sure Leon's near full health and his weapons are fully loaded before starting off; he's in for a rough ride!



As Leon tears along the railway, Ganados standing atop balconies that line the track attempt to hop aboard the mine

carts and assault him. Try to pick off the workers from range with a handgun before they can jump into the carts. Stay in the rear cart throughout the trip and punish any hostiles who land in the cart during the ride. Use a handgun or TMP to fire on hostiles in the front cart and unleash a blast or two from the Striker if they move any closer.



Wooden boards stretch across the track at shoulder-height. Leon must dodge the boards at three separate points during the ride to avoid being smashed. Be ready to press **(A)+(B)** and make Leon duck or he'll suffer greatly.

The Castle

Rails and Ruins



At one point during the hellacious ride, a large number of Ganados bring Leon's cart to a halt at a boarding station and leap down to torment him. One of the Ganados wields a powerful chainsaw and must be kept

at bay at all costs. Use the Striker to blast the hostiles and keep them from jumping into the rear cart. When the onslaught finally subsides, jump between the carts and collect all the items the workers left behind, along with some handgun and shotgun ammo on the side ledges. Return to the rear cart afterward and shoot the lever ahead and to the left to start the cart in motion once more.



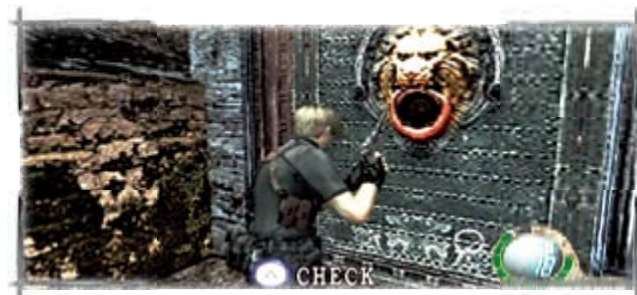
If you're low on health or ammo, shoot the lever as soon as possible to get moving again.

The ride continues for awhile, with more Ganados leaping in to assault Leon. Stay the course until the railway makes a sharp descent, then prepare to press **(A)+(B)** to leap to safety; a gap in the track sends the mine carts tumbling into a yawning chasm. Pressing **(A)+(B)** at the right moment makes Leon jump across the gap and grab onto a wooden ledge beyond; wave the Wii Remote furiously to make Leon climb up and onto the ledge.



The danger is over now. Enter the small chamber ahead and collect the **Stone of Sacrifice** from a small altar. A

secret passage is then revealed. Check the corner near the stairs before heading into the passage to find a bunch of pesetas, then head through the tunnel and climb the ladder at the far end to return to the surface ruins.



Above ground once more, Leon finally has the object he needs to proceed. Approach the ornate door you noticed earlier and insert the **Stone of Sacrifice** into the lion's mouth. The door slides away, revealing an elevator. Board the lift and use it to move one step closer to Salazar's tower.



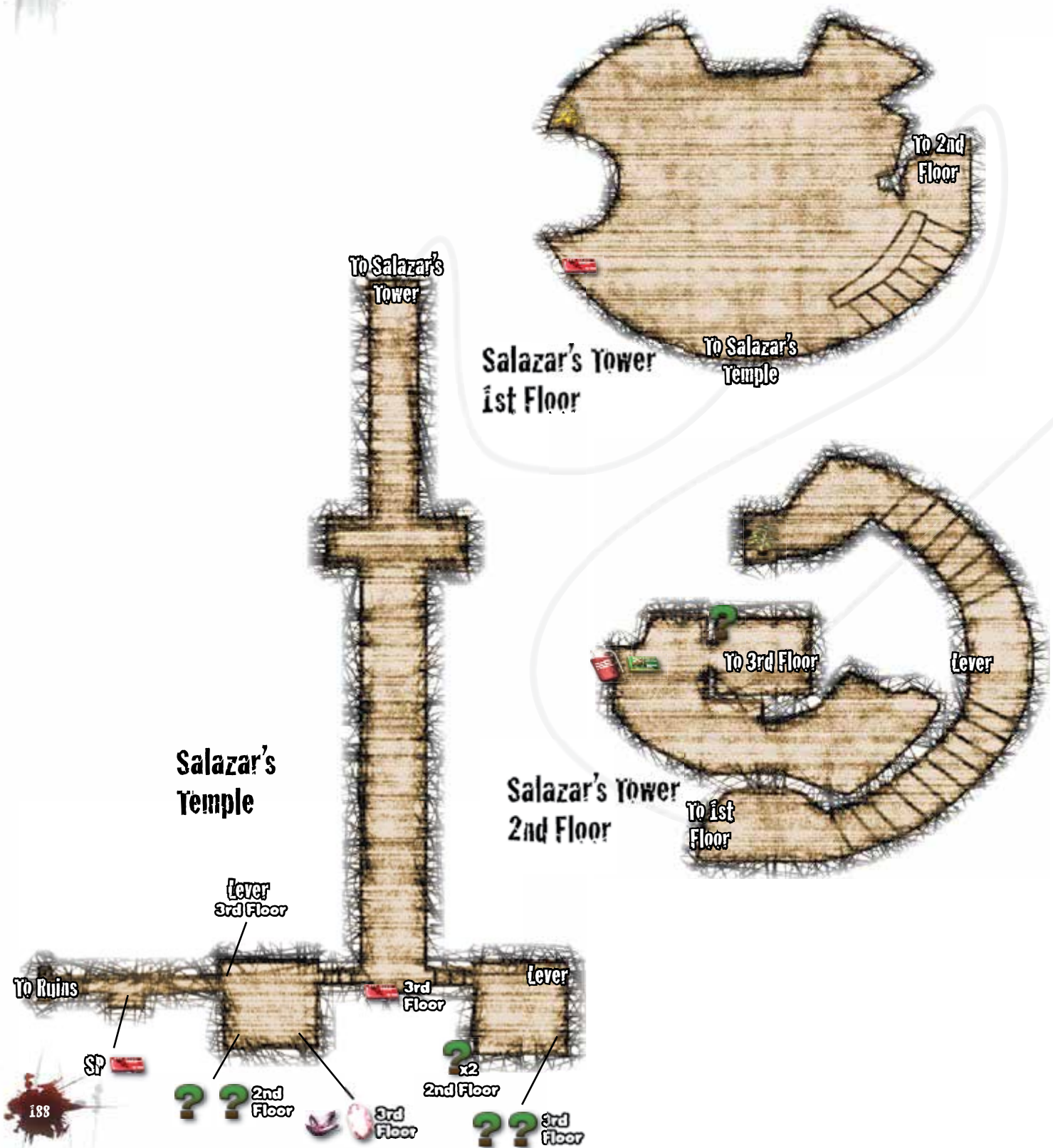


resident evil
Wii edition

PRIMA Official Game Guide

Chapter 4-4: Showdown with Salazar

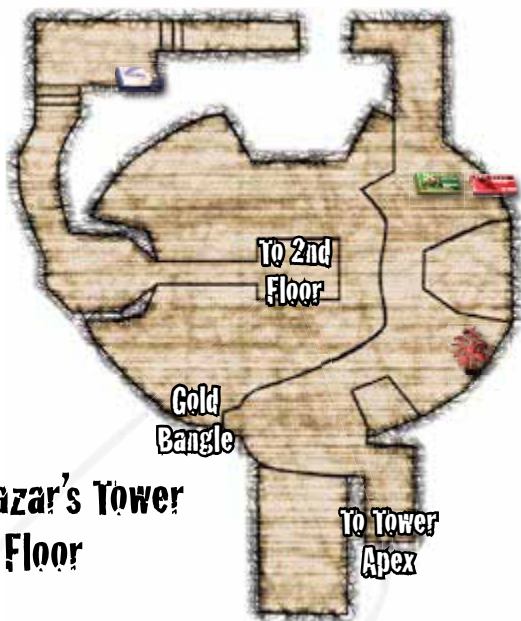
After spending so much time underground, Leon is grateful for the chance to explore Salazar's massive tower. The road to the top is fraught with danger though, and Salazar's lair is one of the most frightening places Leon will ever visit. Agent Kennedy's survival skills are put to the ultimate test during the final battle against the terrible castellan.



The Castle

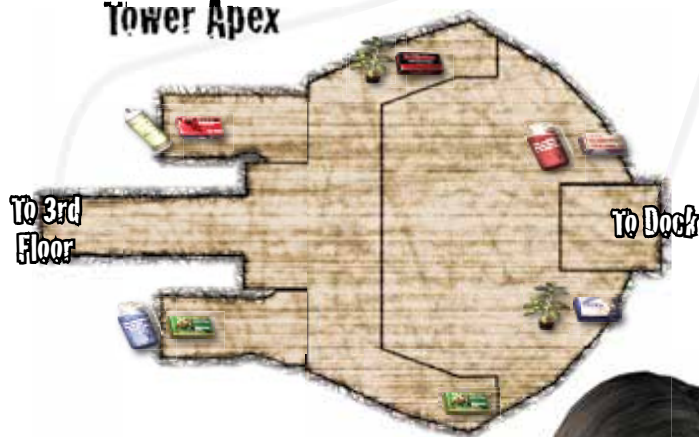
Showdown with Salazar

	First Aid Spray		Rifle Ammo
	Flash Grenade		Save Point
	Green Herb		Shotgun Ammo
	Handgun Ammo		Snake
	Incendiary Grenade		Spinel
	Magnum Ammo		TMP Ammo
	Merchant		Velvet Blue
	Random		Yellow Herb
	Red Herb		

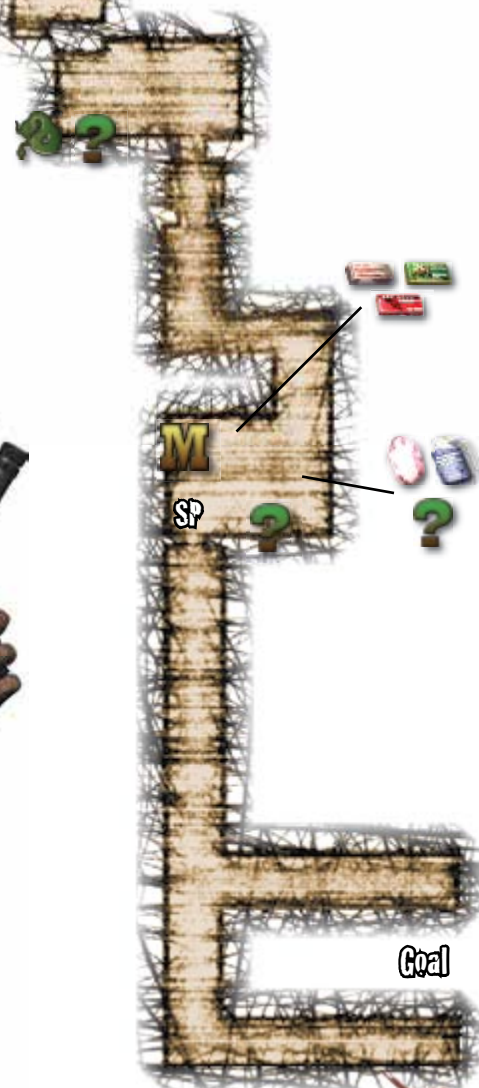


Salazar's Tower
3rd Floor

Tower Apex

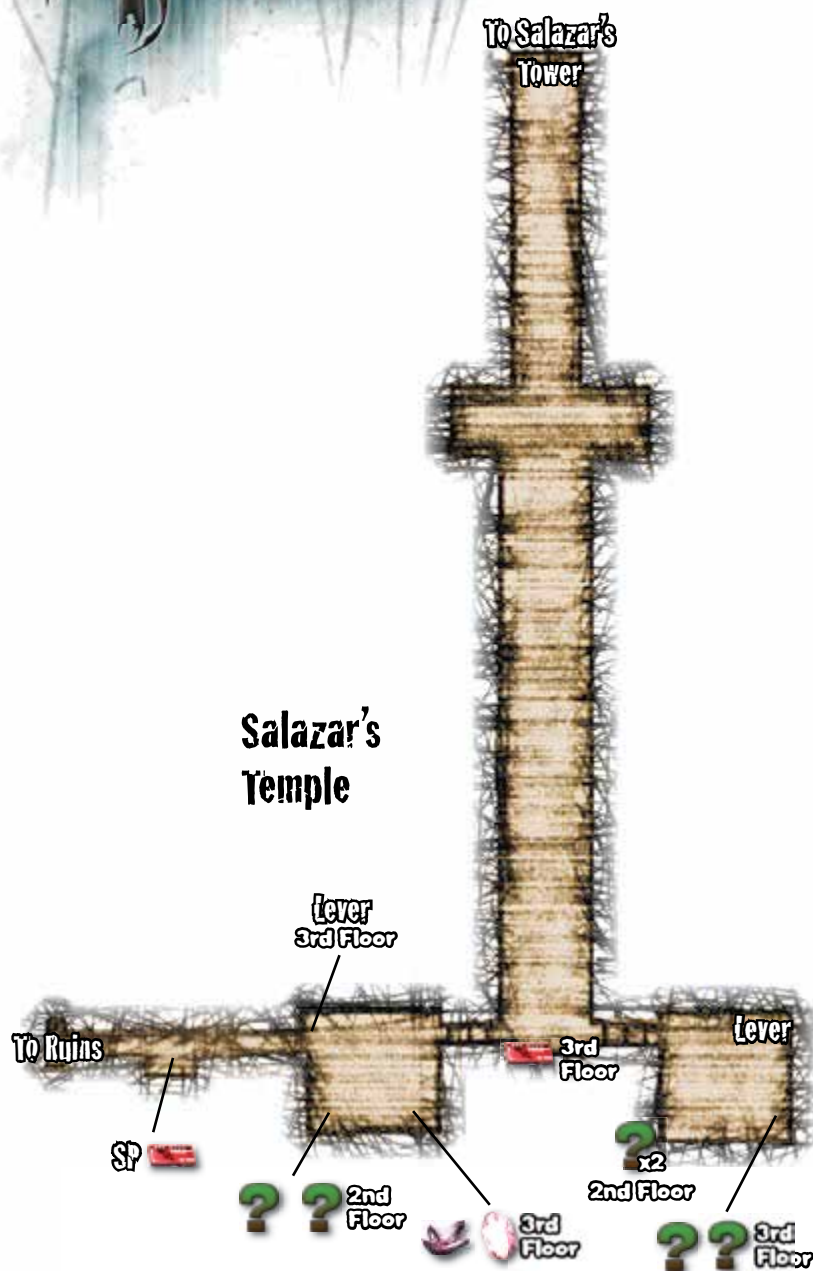


Dock





resident evil
Wii edition



on the right, save your progress at the typewriter, then proceed down the hall. Smash the vases on the landing for a random reward and a velvet blue, then climb the nearby ladder and destroy another small vase on the balcony above. Return to the lower landing and head down the stairs.

The elevator brings Leon to a short hallway leading into a large cathedral. Collect the handgun ammo from the alcove



Another velvet blue has been acquired.

For such a little man, Salazar has an incredibly large ego: Leon finds a massive statue of the castellan that takes up the entire south end of the hall. Turn left and proceed down the walkway until a red-robed zealot suddenly appears and flips a nearby lever, causing the walkway ahead to disappear. You can't go forward, so turn around and open fire on the black-robed cultist on the landing to the right. Head upstairs afterward and climb the ladder, returning to the balcony you visited a moment ago.



Approach the edge of the balcony. Notice that the Salazar statue's left hand now moves up and down, serving as an elevator that allows you to reach the balcony above. Unload on the cultists who attempt to cross from the far balcony, along with any who ride down from the balcony above. Some of the men may fall from the ledges when shot, for extra damage. When the coast is clear, jump onto the Salazar statue's left hand and then ride up to an even higher balcony.



Any cultists you knock to the ground floor may climb the ladder behind you if they survive the fall. Be wary!



Dispatch any zealots lingering on the third-floor balcony and then smash the vases for items, including a spinel. Pull the

lever against the far wall to raise one section of the walkway on the ground floor. Take shots at the cultists on the balcony across the room, using the rifle for clean kills if you've got ammo to spare. Return to the statue's left hand afterward and ride back down.

The Castle

Showdown with Salazar



Here's one more spinel for the merchant.



Next, leap across to the central platform that extends from the statue's waist. Hit the switch on the statue's belly to

activate its right hand, which moves up and down just like the other one. When the right hand lowers, jump onto it and then across to the balcony ahead. A ladder extends upward from a hole in the balcony's center; take up position near the ladder and swing Leon's knife at the Illuminados who attempt to climb up from the lower landing, including the red-robed leader who impeded your progress a while ago.

Drop to the lower landing after dispatching the zealots and collect the 5,000 pesetas the red-robed leader leaves behind.

Pull the nearby lever to raise another section of the walkway and open the gate behind you. Pulling the lever prompts more cultists to drop in from the balcony above; climb the ladder and then hack at the zealots as they climb up in pursuit.



Before moving onward, optionally return to the statue's right hand and ride up to the balcony above. Smash a large vase for items and pull the lever behind the statue's head to make its hands move in a more complex pattern, allowing you to navigate the ledges and balconies with greater ease. You don't need to do any of this though; the lower walkway has been restored and your path is clear.



When you're ready to move on, return to the ground floor and cross the newly restored walkway. Without

warning, the Salazar statue suddenly comes to life and begins stomping after Leon. Shake the Wii Remote as indicated to make Leon dash onward, and be ready to press **A**, **B**, and then **A+B** when called upon to make Leon dodge a few falling columns. As if things weren't bad enough, Leon finds a large padlock on the far door, hampering his escape. Wave the Wii Remote sharply to shatter the padlock with a quick knife attack, then bolt through the door before the statue crushes Leon.



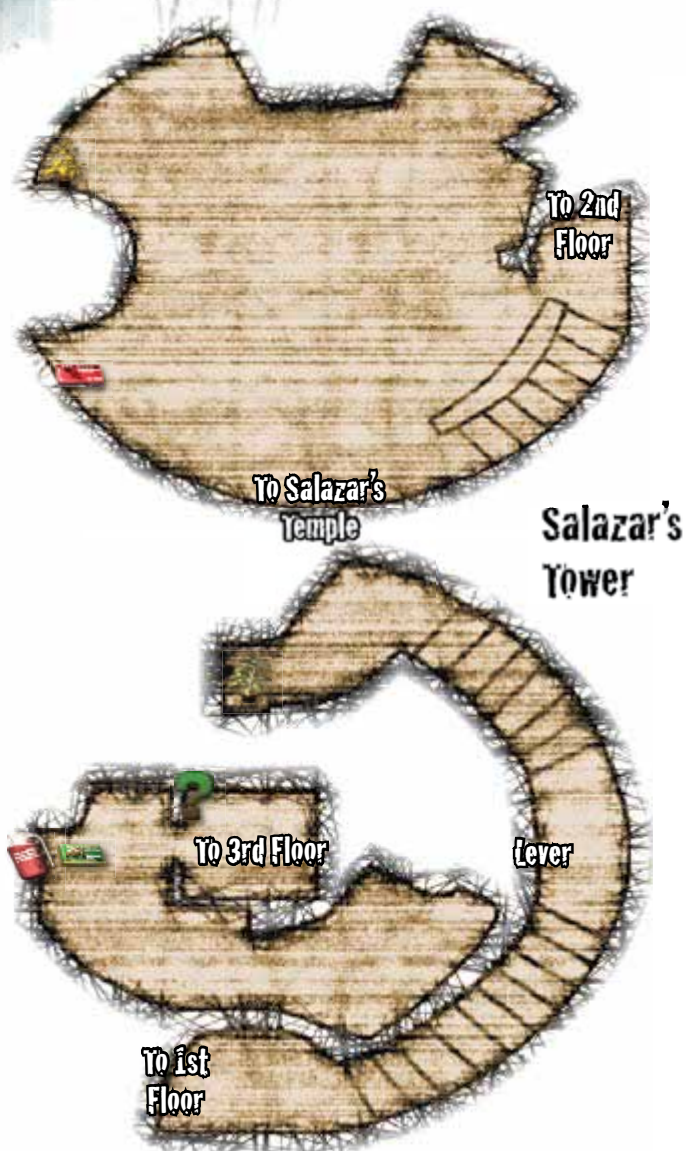
With too much momentum behind it, the statue smashes through the temple wall and continues

to pursue Leon even after he flees the structure. Continue waving the Wii Remote to keep Leon ahead of the statue, then press **A+B** when the walkway crumbles under the statue's weight to make Leon leap across the gap. Leon grabs onto the far ledge with one hand; wave the Wii Remote furiously to make him scamper up to safety. Enter the door ahead, which leads into Salazar's foreboding tower stronghold.



Resident Evil

Wii edition



Salazar awaits Leon on the other side of the door leading into his massive tower. Leon's had his fill of the little man's

games, though. He tosses a knife at the castellan, sticking his hand to a wall. In a blink, Salazar's hooded bodyguard removes the blade and hurls it back at Leon; be ready to press (A)+(B) or wave the Wii Remote to avoid the lethal attack.

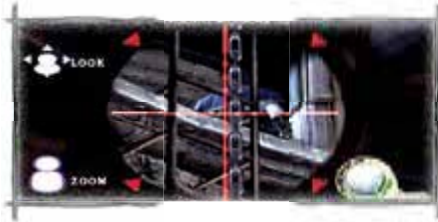


Salazar and his crony flee while Leon is distracted. Search the tower's ground floor before heading upstairs,

making sure you don't miss the yellow herb tucked away in a small chest. Proceed up the winding staircase afterward, pausing when you reach the second landing. A zealot on a higher floor pulls a lever, sending a giant barrel rolling downstairs at Leon. Remain on the landing and don't move any farther or Leon will be struck by the inbound barrel.

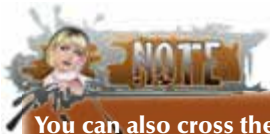
The Castle

Showdown with Salazar



The zealot keeps rolling barrels until you put a stop to him. Equip the rifle and then aim upward and to the left

to sight the man, who stands on the stairs two levels above. Aim at the zealot from your current position on the landing and fire when you line up a shot. Kill the other cultist who stands near the barrel operator as well. Wait for a moment to make sure the barrels have stopped coming before continuing up the stairs.



You can also cross the wooden walkways and climb a nearby ladder to proceed instead of taking the stairs.



Cultists enter the tower from the ground floor as you progress up the stairs. Keep going upward until you reach the landing with the barrel control lever, then pause for a moment to roll a few barrels down the stairs at the pursuing cultists. Keep alert: some of the zealots may try to climb up the ladder below, which leads directly up to the landing you're standing on.



Keep rolling barrels at the cultists below and make sure none of them sneak up the ladder and assault you. As

you do this, aim at the zealot directly across the chamber, who's tossing sticks of dynamite toward you. The explosives can't reach you from your current position, but you can certainly reach the cultist with a rifle round. Take him out and then head downstairs to collect any items the zealots you've crushed with barrels may have left behind.



Kill the horned cultist leader who remains on the ground floor of the tower and claim the 5,500 pesetas he leaves behind.

The tower is secure for the moment. Head upstairs as far as you can go and collect a green herb near the large crate blocking the stairs. You can't climb any farther and must use the nearby service elevator to continue upward. Check around the elevator for goodies and then shove the crates off the lift to reduce its payload. Check that Leon's health and ammo are fully stocked and then press the nearby control switch to start the lift in motion.



Zealots drop onto the elevator to assault Leon as he travels upward. Their added weight causes the

lift to halt until Leon either defeats them or knocks them off. Move to a corner and use the Striker to blast each cultist who lands on the lift. Employ a handgun against the crossbowmen who fire at you from the surrounding walls. The crossbow zealots are easily killed, so make sure to shoot each one whenever the chance permits.



Several Illuminados who land on the lift reveal worm-like Las Plagas when wounded. Destroy these parasites before they chomp off Leon's head.

You're out of the woods once the elevator reaches the top; no more cultists move to attack. Explore this upper floor thoroughly, smashing barrels in search of valuables. Don't miss the Gold Bangle in the small chest off to one side; you must drop to a lower ledge near the opening in the tower's wall to reach it.



resident evil

Wii edition



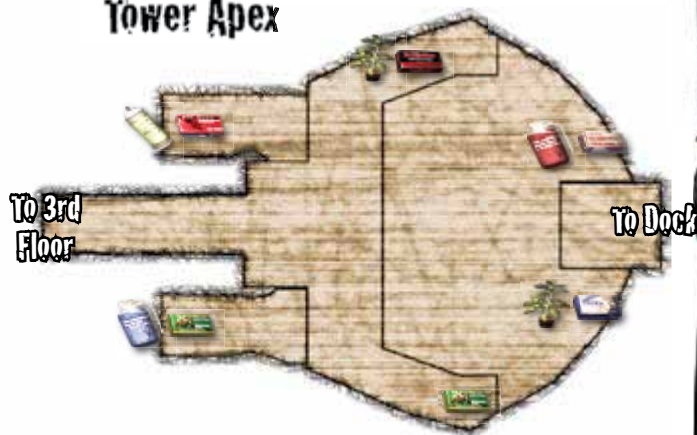
You've found another Gold Bangle. The merchant pays handsomely for these treasures.



Head through an opening in the tower's wall to locate a small elevator. Ride up and proceed up the elegant outdoor

staircase to reach the top of the tower, where the merchant awaits. A fight with Salazar is imminent, so stock up on whatever you need and then save your progress at the typewriter before heading through the nearby door.

Tower Apex



Salazar has transformed the top of his tower into a den of evil. With a cruel laugh, the impish castellan tells

Leon that Ashley is currently being taken away to a remote island. Fed up with his guest's stubborn interference, Salazar summons the power of Las Plagas to transform both himself and his bodyguard into a nightmarish horror. Scoffing and unimpressed, Leon prepares to rid the world of one more monster.

Salazar's Tower Merchant

In timely fashion, the merchant offers a very useful clip capacity tune up for the Red9. Definitely purchase this upgrade if you're using the Red9; it comes in handy during the forthcoming battle. Also beef up the TMP and semi-auto rifle if you haven't been doing so, for maximum advantage. If you have money to burn and want to end the next fight in style, purchase a rocket launcher as well.

New Upgrades		
Weapon	Upgrade	Cost
Red9	Capacity Lv.6	22,000

Vile Castellan: Ramon Salazar



There are many ways to approach the fight against Salazar. Remaining on the upper walkway is dangerous, as all of Salazar's attacks are geared toward smashing Leon from that vantage. Dropping to the ground floor is also risky, as it puts Leon at risk of being overwhelmed by spider-like Las Plagas who swarm about down there. We recommend making your stand on the ground floor simply because the Plagas are a bit easier to deal with than Salazar's crushing blows.

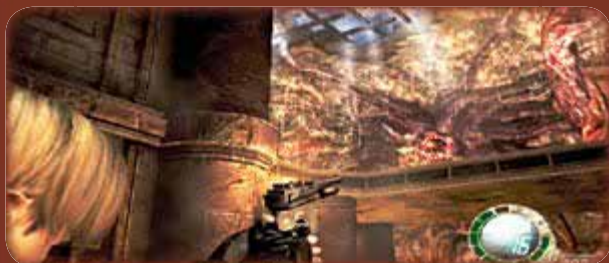
Threat Level



Vile Castellan: Ramon Salazar Continued



If you decide to remain on the upper walkway, be ready to dodge Salazar's blows by pressing **A+B** or shaking the Wii Remote as indicated. Also, attack one of the monster's "arms" until it retracts into the wall to create some breathing room.



Drop to the ground floor and then race to one of the small alcoves across the room from Salazar. Use the Striker to blow away the initial swarm of Las Plagas that surround you, then switch to a handgun or TMP. Alternate between firing at the Salazar monster's large red-and-yellow eye, which sticks out from its central head, and the Plaga spiders that regularly draw near. Always make sure no Plaga spiders are nearby before popping a few shots at the monster across the room.



Plaga spiders must move very close to Leon before they can pounce on him. Keep Leon's back to the alcove's wall and pop each Plaga with a handgun or TMP from range, and you'll never have to worry about them.

Shooting the monster's eye doesn't inflict any damage to the creature, but doing so enough



times eventually causes the central head to peel back, exposing Salazar himself. Whenever this occurs, quickly shoot any nearby Plagas, then switch to the semi-auto rifle or Broken Butterfly. Score as many shots on Salazar's pale frame as you can before the monster envelops him once more. When the moment to harm Salazar has passed, immediately switch back to the Striker, TMP, or handgun, and blast away the Plagas who've drawn near.



If you're carrying a rocket launcher, simply blast Salazar once when the monster peels away to end the fight instantly.

Repeat the same strategy until Salazar finally falls. It may take some time, but if you're careful to kill Las



Plagas on a regular basis, you can easily clear this fight without losing much health. The Plaga spiders also drop lots of ammo, ensuring that you won't run out. Search the chamber for items when the battle finally ends. Climb the far ladder, claim the 50,000 pesetas Salazar left behind, then head through the double doors he was guarding.

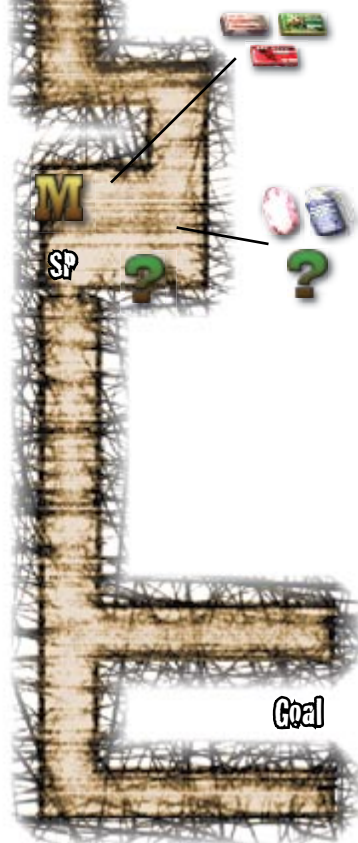


Resident Evil

Wii edition

To Tower
Apex

Dock



The door Salazar guarded leads to a small outdoor balcony. Smash the nearby barrels for goodies, including a

green herb. Rappel down the nearby rope afterward to reach a lower area near the base of the tower. Be careful when smashing the next set of barrels; the one on the right contains a snake. Use a nearby elevator to reach a lower chamber where the merchant awaits. Search around for items, speak with the merchant, then save your game at the typewriter nearby.



Find a glimmering spinel in the merchant's storeroom.

Dock Merchant

Kudos to you for making it this far. The merchant must be impressed as well, for he now offers special "Exclusive" upgrades for weapons you've fully enhanced. Exclusive upgrades are costly, but each one transforms its weapon into a tool of ultimate destruction. If you've stuck things out with the Red9, you'll be blown away by its newfound Exclusive power.

New Upgrades		
Weapon	Upgrade	Cost
Blacktail	Firepower Lv.6	40,000
Blacktail	Capacity Lv.6	25,000
Blacktail	Exclusive	80,000
Mine Thrower	Capacity Lv.3	40,000
Punisher	Exclusive	40,000
Red9	Exclusive	80,000
Riot Gun	Firepower Lv.6	50,000
Riot Gun	Reload Speed Lv.3	20,000
Riot Gun	Capacity Lv.6	25,000
Riot Gun	Exclusive	120,000
Shotgun	Exclusive	90,000
Striker	Firepower Lv.4	32,000
Striker	Reload Speed Lv.3	15,000
Striker	Capacity Lv.4	16,000
TMP	Capacity Lv.6	35,000
TMP	Exclusive	100,000



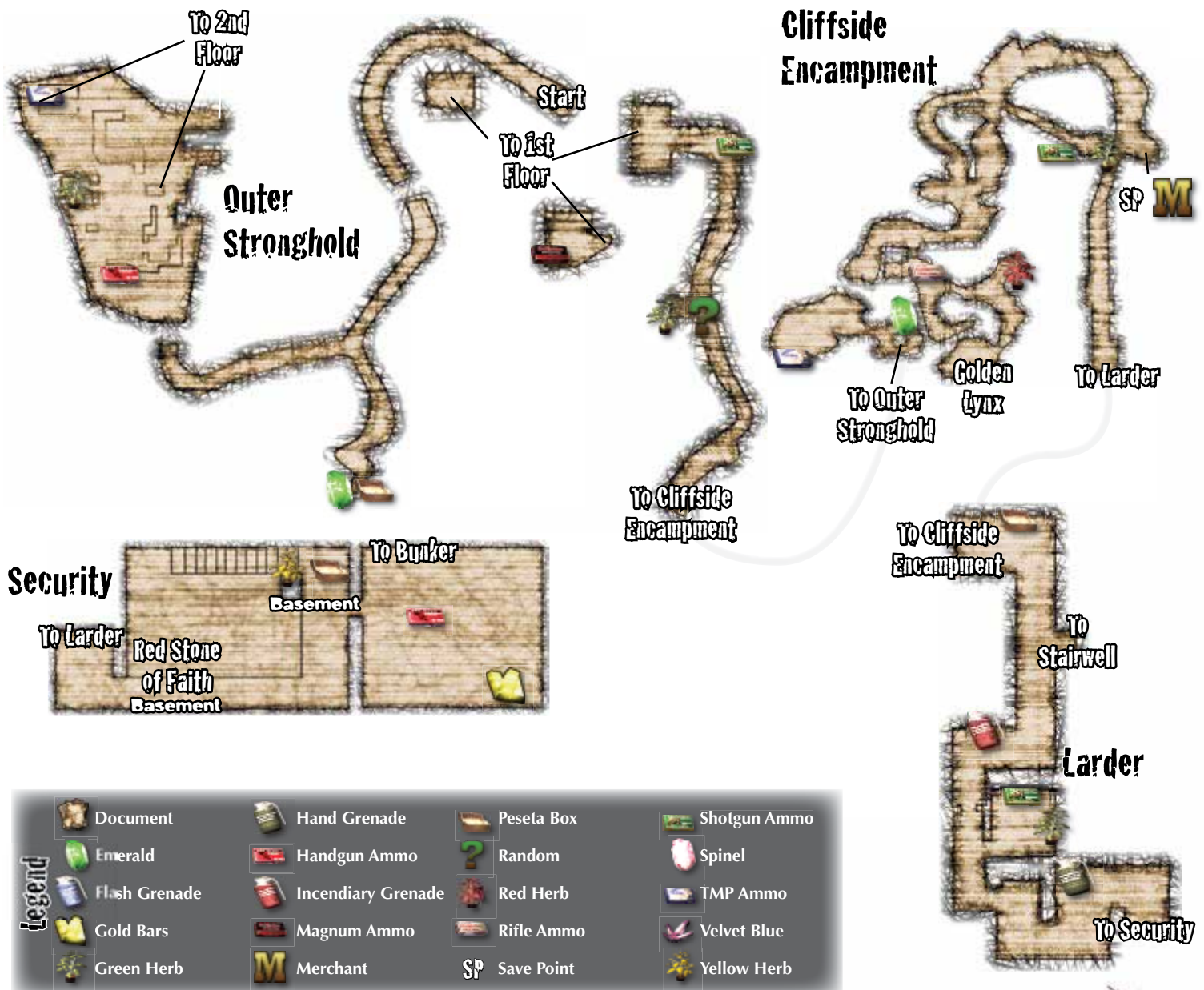
A familiar figure awaits Leon just beyond the merchant's stand. Ada sits in a running motorboat, waiting for her old flame to arrive. Leon needs transportation to that island if he's going to rescue Ashley, and he gladly hops aboard. The two speed off toward their shared destination.

The Island

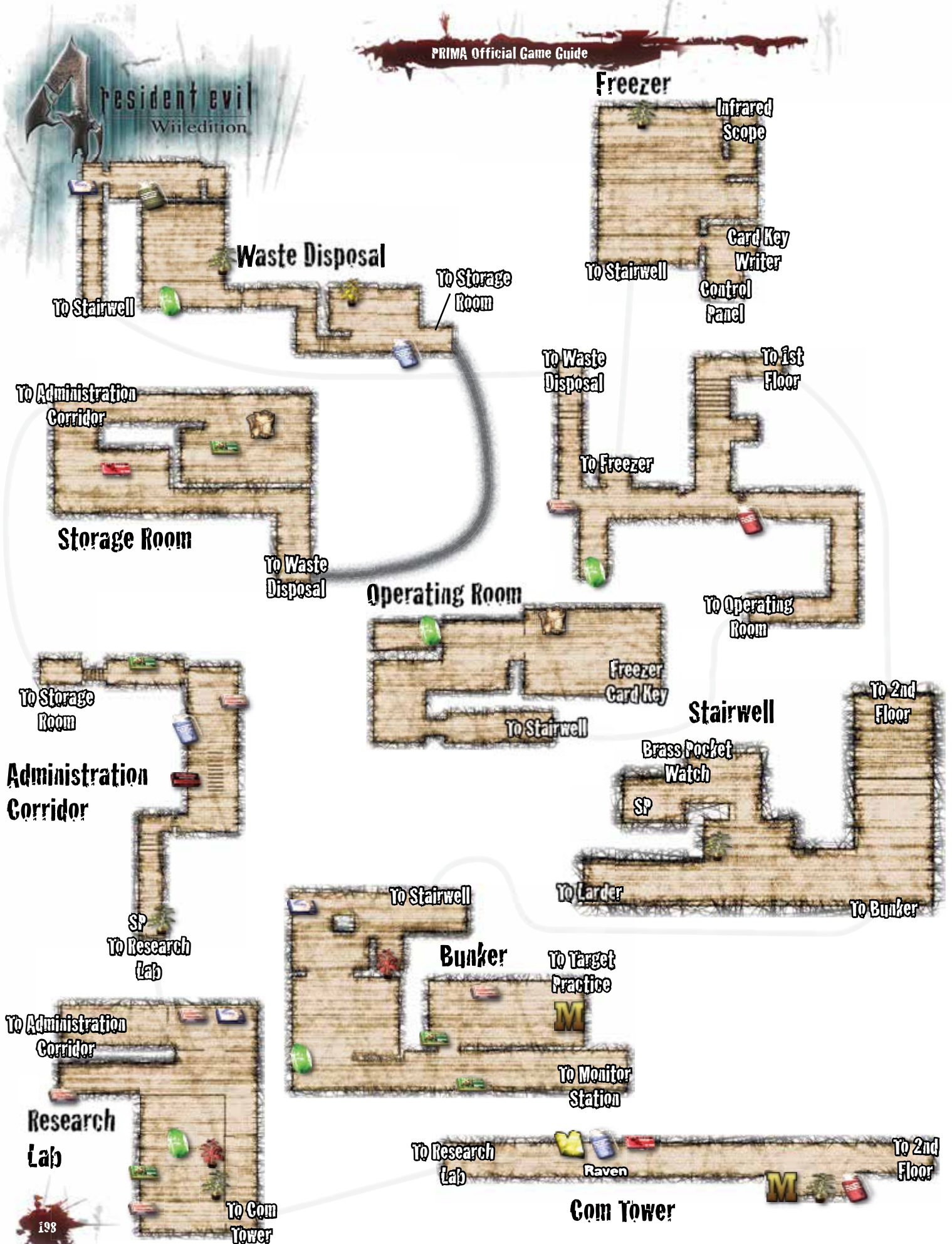
Salazar finally got his comeuppance, but Leon wasn't in time to free Ashley from the cultists' grip. Before his timely demise, Salazar let slip that the president's daughter was being transported to a remote island for safekeeping. Leon hitches a ride on a motorboat with Ada, and the two speed off toward Saddler's remote island complex. Though he's still unsure of Ada's true motives, Leon finds comfort in the thought that at least someone isn't trying to kill him.

Chapter 5-1: Saddler's Complex

Leon receives an unfriendly welcome moments after landing on Saddler's island. Swarms of highly trained militants assault the American trespasser, intent on preventing him from breaching the island's inner facilities. Leon must fight through numerous fortified outposts just to get inside the complex, where he eventually finds Ashley being held prisoner in a storeroom.



Resident Evil Wii edition



The Island

Saddler's Complex



Now that you've reached the Island stage, you may notice slight inconsistencies with the placement of items as shown on the following maps. This is due to an auto-balance feature that kicks into high gear at this point in the adventure. For instance, if you're carrying lots of ammo and restoratives, you may not find these items in places where the maps show they should be. By the same token, you may find additional ammo and curatives if you're low on such items. Search every area of the island thoroughly; you never know what you might find.



Ada quickly departs once she and Leon reach the island. Leon then disembarks and receives a transmission from Lord

Saddler himself, who warns Leon not to become overconfident just because he managed to kill Salazar. Proceed along the rocky path ahead when you're ready, turning left and moving south when you come to a fork in the trail. Climb some rocks at the end of the south path and smash two wooden boxes for some pesetas and an emerald, then backtrack to the fork and take the other path.



You've found your first emerald. Saddler's island is full of these little beauties; sell each one to the merchant for profit.



The path leads to a fortified outdoor stronghold. Before jumping across the watery gap at the end of the trail, shoot out the tall searchlight scanning the area. Hop across the gap afterward and carefully move forward, collecting the box of handgun ammo near the wall ahead.

resident evil

Wii edition



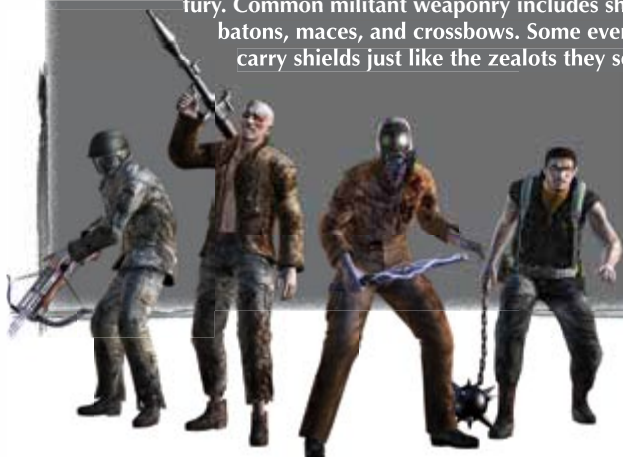
Look through the nearby window to spot a guard standing watch. Use the rifle to take off the hostile's head, then jump

through the window and climb up the nearby ladder to reach the top of a small nearby building. *Do not approach the north wall to the right or you will trigger the appearance of a powerful adversary.* Instead, turn left and collect some magnum ammo, then fire on any militants who climb up the ladder in pursuit. Take out the crossbowman on the ledge to the north as soon as possible so you can safely use Leon's knife to knock the militants off the ladder, conserving ammo in the process.

Militants

Expect a bit more of a fight from the soldiers who defend the Island region. These trained combatants wear heavy body armor and exhibit strong tactical know-how, aggressively moving to flank and overwhelm Leon the moment they spot him. Militants have been infected by Las Plagas just like Ganados and Illuminados, and they fight with relentless fury. Common militant weaponry includes shock batons, maces, and crossbows. Some even carry shields just like the zealots they serve.

Threat level
●○○○



With the crossbow militant down, make sure Leon is close to full health and then approach the north wall

near the top of the ladder. This prompts a large chaingun-wielding commando to jump down from the crossbow militant's ledge and attack. The commando is headed your way and doesn't need to climb the ladder to reach you; he simply leaps up through the ladder hole and lands on your

level. Stand so that you're directly facing the ladder, and unleash the Striker on the commando the moment he leaps up to your ledge. Repeatedly blast the commando's head or legs, striving to keep him staggered and unable to return fire. Facing the ladder is beneficial, as it allows your shotgun rounds to strike militants who climb up to assist their commander during the fight.



The commando's chaingun inflicts tremendous damage. Make sure to heal Leon if he's struck by its fire; he won't survive two hits.



If the commando jumps up before you're in position to combat him, consider dropping down from the roof and then quickly climbing back up. The commando gives chase, granting you a moment to move into position and make your stand.

Commando

These large, burly warriors carry a massive underarm chaingun and pose serious threats to Leon's health. When an intruder is detected, commandos quickly move into firing range, then simply plant their feet and fire away. The damage inflicted is extreme and it's tough to avoid being hit by such a rapid and far-reaching attack. Adopt an aggressive posture against commandos, striving to defeat them before they can dish out much damage.

Threat level
●●○○



The Island

Saddler's Complex



Relentless Striker blasts should be enough to keep the commando staggered and unable to use his chaingun, but

feel free to employ hand grenades or the Broken Butterfly if necessary. When the man finally falls, collect the 15,000 pesetas he drops and then begin using Leon's knife to dispatch the militants who climb the ladder. Drop from the roof and begin searching the grounds for items once the militants stop coming.



Be wary as you approach the north half of the outpost. There may be additional militants to deal with.



Don't worry about running low on shotgun ammo. If you've been upgrading the Striker at every step, you'll soon have all the shells you need.

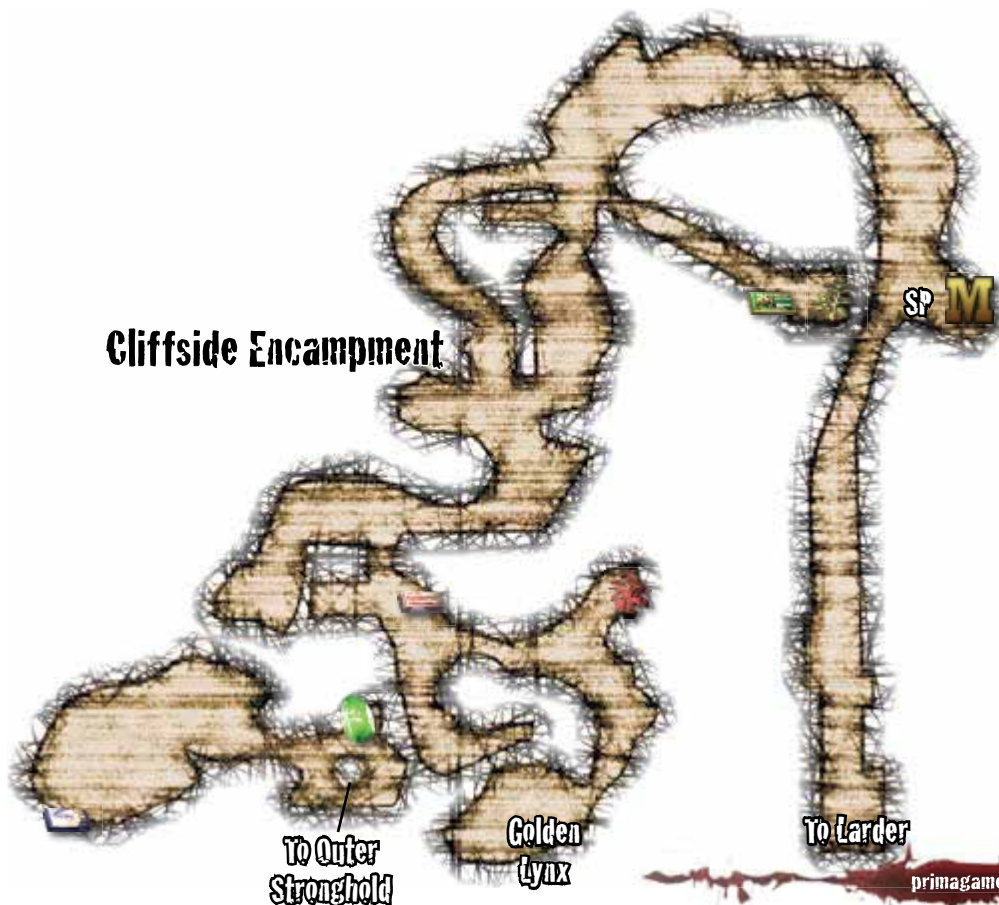
With the area secure and fully looted, head up the northeast steps and check the large door beyond. A red laser beam

suddenly fires from a device to the left of the door, shining out to bounce off an ornate mirror atop a nearby bunker. Climb the ladder behind the bunker to reach its roof, then angle the mirror so that the red laser shines directly at another ornate mirror, which stands atop the roof you defended earlier. Return to the rooftop and angle the mirror there so the laser shines at the sensor to the right of the northeast door. This causes the door to open, allowing you to proceed.



Head through the door and search the tunnel beyond for items. Be ready to dodge as you explore the tunnel; some

militants shove a rock down at Leon a short way through. Defeat the lone crossbowman near the end of the passage and then climb the nearby ladder to reach the next area.



primagames.com

Resident Evil

Wii edition



The ladder leads up to a network of high cliffs and passages skirting the island. Collect an emerald from the boxes

to the right, then use the rifle to dispatch an unwary guard behind the sandbags ahead and to the left. Jump across the small gap to the north, then turn right and jump through a window. Blast two militants in the passages that follow, then search these southern tunnels to find a red herb.



You've found another emerald. Keep a lookout for more.



Stand back and shoot the explosive barrel you encounter in the tunnels to clear away some rubble.

This allows you to reach a chest atop a boulder in the southernmost cavern. Climb the boulder and open the chest for a Golden Lynx, and be careful not to fall into the spears when dropping back down. Proceed north when you've finished searching the tunnels.



You've found a Golden Lynx. Combine this treasure with others to increase its overall value.

A number of militants defend the trail to the north. Keep a distance and fire on the soldiers from range.

The men on the ledge above hurl dynamite at you from on high; pop the explosive barrel near them to quickly end the threat. Stand your ground until the soldiers stop coming, then cautiously move forward; another TNT-wielding militant hides behind some crates to the left ahead. More soldiers rush into the area as you penetrate farther into enemy territory; fall back as needed while you steadily work at securing the cliffs.



Search every nook and cranny for items once the cliffs are secure, then approach the northernmost door. Press



the switch near the door to open it, then enter the tunnel beyond. The merchant greets you just inside the tunnel; trade with him and then save your game at the nearby typewriter. Use the rifle to eliminate the gang of militants at the far end of the tunnel, then open the south door to gain entry into Saddler's interior complex.

Cliffside Encampment Merchant

A brand new magnum is now available: the mighty Killer7. This one's initial stats are off the chart, but the Broken Butterfly can actually be upgraded to a much higher firepower rating thanks to its insane Exclusive upgrade. There's no need to carry two magnums, and because you already own the Broken Butterfly, buying the Killer7 is largely unnecessary. Unless you really, *really* like magnums, that is.

Definitely upgrade the Striker before making a decision on the Killer7. The merchant offers some extremely valuable tune ups and gear the next time you meet him, so wait on tuning up the semi-auto rifle or buying the Killer7 until you see what he's got to offer.

New Items

Item	Cost
Killer7	77,700
Treasure Map (Island)	9,000

New Upgrades

Weapon	Upgrade	Cost
Broken Butterfly	Capacity Lv.4	25,000
Mine Thrower	Exclusive	30,000
Rifle (Semi-Auto)	Firepower Lv.6	40,000
Rifle (Semi-Auto)	Capacity Lv.6	25,000
Rifle (Semi-Auto)	Exclusive	80,000
Striker	Firepower Lv.5	40,000
Striker	Capacity Lv.5	18,000

The Island

Saddler's Complex

To Cliffside
Encampment



To
Stairwell

All's quiet in the entry corridor. Pick up items and proceed south until you reach a door with a circular window, then ready the Striker and open the door. Open fire on the militant who rushes at you from the shelves to the left, then search the shelves for items. Another threat comes in the form of a flaming militant who bursts from a roaster just beyond some hanging slabs of beef; be ready to blast the flaming man away when he tears toward you.

Larder

To Security

Security

To Bunker

Basement

To Larder

Red Stone
of Faith
Basement



Resident Evil 4

Wii edition



A new enemy awaits Leon just beyond the kitchen. Move forward slowly and peek through the bars to the

left to spy an armored warrior wielding a massive hammer. Pelt the man with handgun fire through the bars, switching to the Striker as he rushes forward. Blast his head to send him flying backward, then fill his brain with handgun ammo while he's down.

Head downstairs after dispatching the berserker to reach a small basement. Pause on the bottom step and toss



a grenade at the nearby crossbowman and berserker, then scour the room to find a yellow herb and a valuable jewel, the Red Stone of Faith. Be careful when exiting the back room where you find the yellow herb; militants flood the basement from the top floor. The Striker works well against these foes in the basement's confines.

Berserker



Berserkers fall somewhere between normal militants and chaingun-toting commandos. They're not nearly as tough as commandos, but they're much faster and far more aggressive, often rushing toward Leon full of rage. Fortunately, berserkers are easy to keep at bay with a shotgun. Hammer these brutes with close-range blasts and then target their skulls once they're down for efficient kills.

Threat Level
● ● ● ●

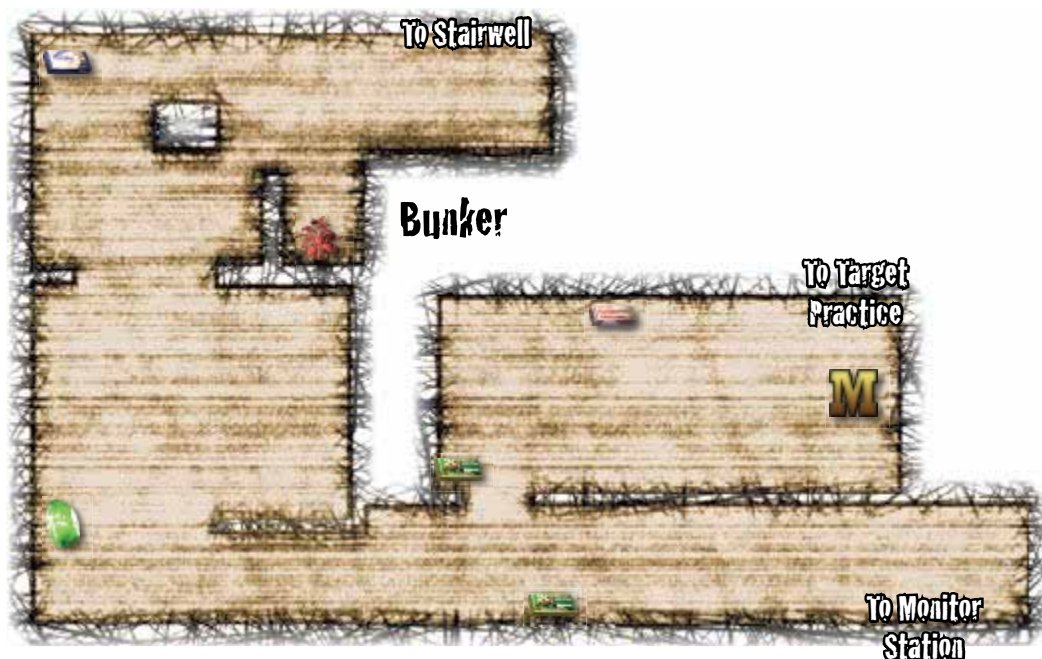


You've found the Red Stone of Faith. Combine this treasure with the Golden Lynx for added value.



Return to the top floor and enter a side room to your left. Looking at a security monitor, Leon notices Ashley being

held prisoner in a nearby storage room. Her captors quickly cut the feed, but the damage has already been done: Leon knows where he needs to go now. Open a nearby locker for gold bars equaling 5,000 pesetas, and then proceed through the nearby door.



The Island

Saddler's Complex



Find some shotgun ammo in the filing cabinets that line the left wall of the next area, then make your first

right to regroup with the merchant. The traveling salesman offers new items and weapon upgrades that are well worth examining. Enter the blue door near the merchant to try the fourth and final target practice game, if you like.



Continue down the hall and stop when you come to a shattered window to your right. Notice two militants

who regularly toss sticks of dynamite at you from behind a fortified blast door ahead. Equip the Striker and wait for the door to close, then run up to the door when it's safe to do so. The men won't open the door if you're standing too close; slowly back away until the door opens, then unleash a blast or two from the Striker. The shot strikes and detonates the militant's dynamite, wiping out both men. Switch to a handgun or rifle afterward and stand your ground as other soldiers open the door and fire crossbow bolts at you. The danger is largely over when the door remains open; run forward and secure the room beyond, scouring it for valuables before proceeding through the north door.

Bunker Merchant

Hope you've been saving your money, because the merchant has some rare things for sale. Definitely buy the Tactical Vest, which reduces damage Leon suffers by 30 percent. If you've been upgrading the Striker faithfully and still have money to burn, finish its tune ups and then buy its Exclusive upgrade, which gives the weapon a 100-shell capacity. As always, all of that ammo comes loaded into the weapon upon purchase. A hundred shotgun shells with no need to reload—awesome!

New Items

Item	Cost
Tactical Vest	60,000

New Upgrades

Weapon	Upgrade	Cost
Killer7	Firepower Lv.2	62,000
Killer7	Reload Speed Lv.2	20,000
Killer7	Capacity Lv.2	30,000
Striker	Firepower Lv.6	60,000
Striker	Capacity Lv.6	25,000
Striker	Exclusive	60,000



Find an emerald inside a filing cabinet at the west end of the hall.



Before upgrading the Striker, use the weapon to eliminate the soldiers and secure the room beyond the blast door. Don't reload throughout the firefight if you can help it. When you return to buy the Striker's Exclusive upgrade afterward, you'll earn even more free ammo!

Target Practice: Game D

Pop into the blue door near the merchant for another enjoyable round of target practice. Game D, the hardest of the bunch, is finally available. Try your best to score 4,000 points or hit all of the targets before earning four prizes—you don't want to go for the special bottle cap when the difficulty ramps up!



As always, use the TMP and do your best not to miss so you can earn shots at the background bonus target. You



need to move about more in this game than in the previous three to avoid the vast number of Ashley targets. Remember that hitting each villager target isn't required; you may want to let a few go just to avoid hitting an Ashley and protect your score.



hands you 50,000 pesetas as a reward. That's almost enough for a Tactical Vest!

Earn all six bottle caps to fill the display case's top row and complete your collection.

The merchant is so

Resident Evil

Wii edition

Stairwell

Brass Pocket Watch

SP

To 2nd Floor

To Waste Disposal

To 1st Floor

To Freezer

To Bunker

To Larder



Leon enters the ground floor of a stairwell. Collect a green herb and enter a small room ahead, smashing a wooden box

to claim a Brass Pocket Watch. Save your progress at the nearby typewriter and optionally unlock the nearby door, which leads to the larder. You don't actually need to go back there, so head upstairs instead.



You've found another Brass Pocket Watch. Sell this prize to the merchant for additional funds.

The stairwell's upper level is suspiciously free of hostiles. Search the corridors thoroughly for items, opening the red cabinets on the walls for hidden goodies. After pillaging the halls, enter the second floor's southernmost door to proceed.



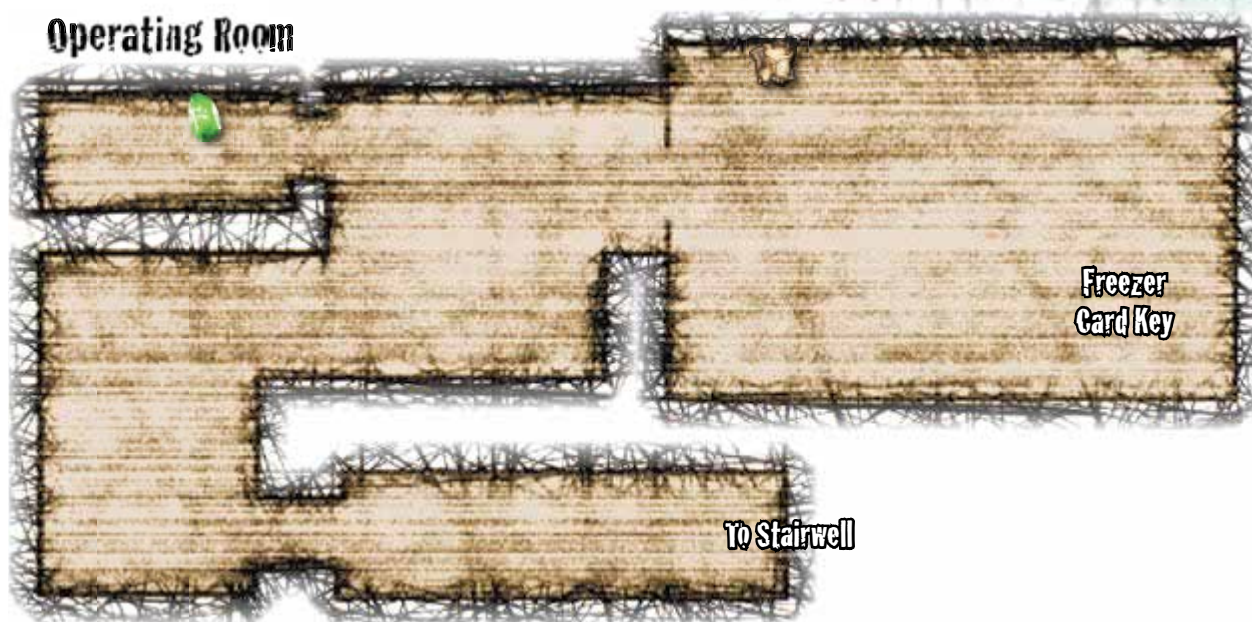
Open the metal case in the stairwell's southwest corridor for another shiny emerald.



Watch out for the red fire extinguishers in the stairwell; they burst when damaged just like explosive barrels. Remember this trait as you explore deeper into Saddler's complex, and try to use these volatile objects against hostiles.



Operating Room



The door leads into a small medical lab. Leon notices a horrific dead body stretched out on an operating table,

but he can't access the tiny operating room just yet. There's little to do here until you deactivate the security system. Approach the control panel near the east door and choose to operate it.

Enter the nearby door after deactivating the security system. Pick up and read **Luis' Memo 3** to learn about a

new breed of frightening enemy Leon will soon encounter. Take the TMP ammo from one corner of the room, check that Leon's health and ammo are up to snuff, then grab the **Freezer Card Key** from the corpse slumped on the floor nearby.



The goal of the puzzle is to manipulate the colored arrows so that the light pattern flows from the upper-left corner of the panel to the bottom-right. Input the following commands to quickly solve the puzzle:

1. Turn the blue arrows once.
2. Turn the green arrows twice.
3. Turn the red arrows three times.



Snatching the Freezer Card Key causes the horrific body Leon noticed in the nearby operating room to spring to life. Turn around and head through the door to witness the

grotesque creature shambling toward Leon. You currently have no means of defeating this foe, so simply blast its legs to bring it down. Run past the monster and exit the area, returning to the stairwell as fast as you can.





Resident evil

Wii edition

Regenerator



A sickening marriage of Las Plaga parasites and decaying tissue, these shambling horrors are nearly impossible to kill. Any damage dealt to a Regenerator is quickly undone by some mysterious means; whole limbs grow back shortly after being blown off. Leon must locate a special scope for his rifle to detect the Regenerators' weakness and exploit it. Until then, he's left with no alternative but to turn and run.



If you're brave, dash past the monster after you drop it and enter the small room beyond to collect an emerald. Or simply return for the gem once you've found a way to kill the monster.



Even without legs, the horrific creature can still leap about on its stomach and chase after Leon, attempting to bite him. Worse, the monster's legs quickly grow back, along with any other body parts you may have blown off. Don't linger; drop the monster and run.



The sounds of unnatural heavy breathing now fill the stairwell; another gruesome Regenerator is walking about the halls. Run around two corners to come face-to-face with the creature, then immediately blast its legs to put it down. Run forward and kick open the gate ahead, moving straight for the frost-covered door at the west end of the hall. Leon can open the door now using the **Freezer Card Key** he recently found; quickly head inside to safety.

Freezer



The icy door leads into a walk-in freezer, where corpses are being kept cold for future study. Notice an inanimate

Regenerator hanging from a hook in the center of the room, but ignore the creature for now. Search the room for items instead and then approach a small terminal in the southeast room. Use the terminal to rewrite the data on the **Freezer Card Key**, transforming it into a **Waste Disposal Card Key**.

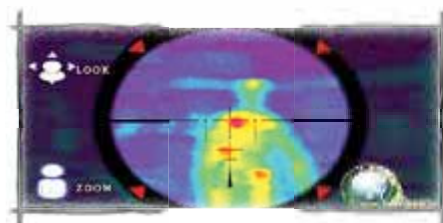
Approach the nearby temperature controls and turn them off to unfreeze a valve in the northeast narrow room.



Turn the valve to open a small wall cabinet, then collect the **infrared scope** from inside. Taking this piece of equipment prompts the Regenerator in the main portion of the freezer to fall from its hook and begin stalking Leon. The freezer door also locks, trapping Leon inside with the monster. The time has come to make a stand against these horrific creatures.

The Island

Saddler's Complex



Dash out of the narrow room and run south to the freezer door. Combine the infrared scope with the semi-auto rifle and

then aim at the Regenerator as it shamles forward. With the aid of the infrared scope, you can now see three red spots on the Regenerator's torso. Each red spot is actually a camouflaged Plaga that can't be seen by the naked eye. The Plaga are visible through the infrared scope because they emit heat. Fire on the Plagas. After you shoot all three, the Regenerator can no longer keep its rotting flesh together, and it quickly bursts apart in a shower of gore.



Circle around the clutter in the room's center to outmaneuver the Regenerator if it manages to close in.

Collect the 5,000 pesetas the Regenerator leaves behind. Check on Leon's health and ammo, then exit the freezer.



Two Regenerators now lurk in the stairwell halls; turn right and round the corner to see one shambling down the west corridor. Fire on the monster's Plagas to destroy it, then run down the hall, collect the Regenerator's pesetas, and wait by the north door. The stairwell's other Regenerator soon slinks around the corner behind you. Dispatch its Plagas to destroy the monster, collecting the pesetas it leaves behind. When the stairwell is monster-free, use the **Waste Disposal Card Key** to open the northwest door and proceed.



If either Regenerator moves too close for comfort, blast it with the Striker and then quickly run past to create some breathing room.



For a fast 5,000 pesetas, return to the operating room and kill the Regenerator you fled from earlier.



Resident Evil

Wii edition

Move down the corridor and collect the TMP ammo, then quietly open the door to the right. Enter the small control

room beyond, which overlooks a garbage disposal facility. Grab a hand grenade from the control room floor and then examine the nearby panel. Operate the panel to manipulate the overhead crane in the disposal chamber ahead. Move the crane over each militant patrolling the chamber, pressing **(A)** to lower the crane and grab each soldier when the crane's shadow lines up. The crane automatically snatches up the man and deposits him in the large pit to the side.



Search one of the trash bins in the disposal chamber to find a misplaced emerald.

To Administration
Corridor



Storage Room

To Waste
Disposal



You get only three tries to snatch the soldiers with the crane, so make each one count.



After you attempt three grabs with the crane, the militants tire of being Leon's toys and rush into the control

room through the east door. When you see the militants leave the disposal chamber, stop using the controls and prepare to fire on the men as they storm through the door. The fight should be simple, but feel free to fall back into the previous corridor to gain a tactical advantage if need be.



When the militants stop coming, head through the control room's west door and drop down to the disposal

chamber. Leon thinks the pit leading down to the garbage dump may be a means of accessing the complex's lower levels, but he needs to save Ashley before exploring down there. Search around for items and then proceed to the next room, which is free of hostiles. Collect a yellow herb and flash grenade, ignore the security switch on the wall for now, and simply continue through the east door.



Leon finds himself in an old storage room. Ashley's cries for help fill the area. Proceed down the corridor until

you reach the girl's holding cell, which is guarded by two burly berserkers. Toss a grenade and then follow up with the Striker to quickly dispatch the brutes. Approach Ashley's cell afterward; Leon can't open the door without a special card key, but at least he can calm the girl. Search around for items and then continue through the door near Ashley's cell.



To Storage
Room

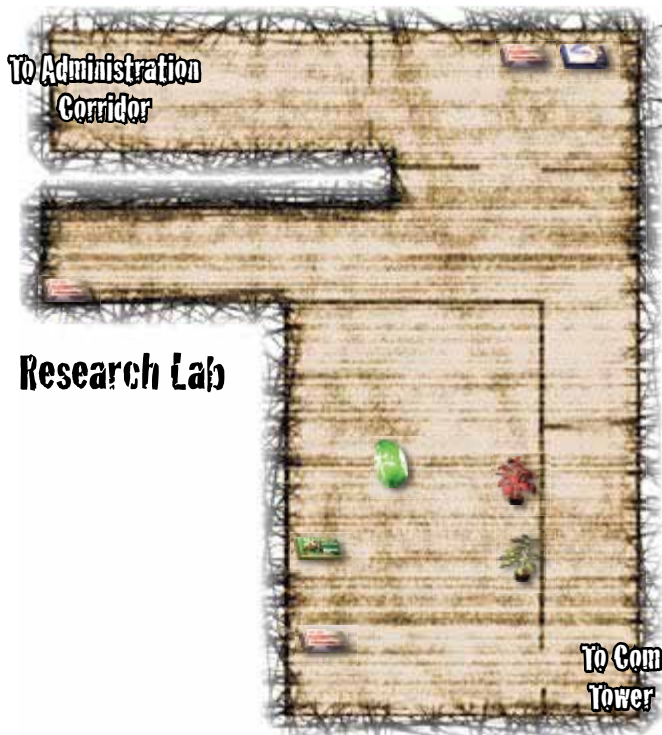
Administration
Corridor

SP
To Research
Lab

The following halls are filled with militants. Open the first door you come to and blast the soldier in the room beyond, then fall back a bit. Let the militants filter through the door and fire on each one in turn. One comes equipped with a shield, and Las Plagas may erupt from the men's heads, so be wary. Secure the upper area and then head downstairs, collecting items hidden beneath the stairs and elsewhere. Open the door at the end of the hall and save your progress at the typewriter in the tiny room beyond, then proceed through the nearby door.



Keep far away from this monster. Unlike normal Regenerators, this one can reach out across great distances with expandable arms to grab Leon from range.



Iron Maiden

Similar to Regenerators, Iron Maidens derive their name from the large number of pointed needles that jut out from their bodies. The Iron Maiden can rapidly extend these razor-sharp spikes to pierce the flesh of nearby intruders. Though this brutal attack has a relatively short reach, the Iron Maiden can stretch out extendable arms, snatching up victims from medium range and pulling them in to impale them on its spike-covered frame. Treat Iron Maidens exactly as you do Regenerators, keeping as far away as possible and picking off their tissue-knitting Plagas with the help of the rifle's infrared scope. Iron Maidens typically feature a few more Plagas than Regenerators, and they usually have one on their back that's tough to see.



Strange equipment clutters this area; Leon has reached an abandoned research lab.

Passing through the door ahead, Leon notices a horrific-looking Regenerator shambling down the hall toward him. This one's covered in spikes and features five regenerative Plagas: four on the front of its torso and one on its back. Something shiny is attached to the monster's waist as well. Back away and use the rifle to pick off the monster's Plagas, doing your best to spy the one on its back. Try to shoot through the creature so that its rear Plaga is killed by the bullet's exit wound. Take the **Storage Room Card Key** the fiend drops once it's been destroyed.



With the Iron Maiden down, the lab is secure. There are loads of items to find here; make a thorough sweep of the area,

smashing open glass display cases and the like to discover a wealth of ammo and restoratives. Proceed through the south door after looting the lab.



Smash the odd glass canisters in the middle of the lab to find a hidden emerald.

Resident Evil

Wii edition

To Research
Lab

Raven

Com Tower

M

To 2nd
Floor



An outdoor walkway extends in front of Leon. Before moving forward, aim at the ravens on the steel support beams

ahead. Fire on the birds to claim a number of hidden prizes, including a flash grenade and gold bars worth 5,000 pesetas. If some of the ravens fly away, return to the research lab and then head back out; the birds that fled will have returned to the girders.



Use the **Storage Room Card Key** you acquired from the Iron Maiden to open Ashley's cell. Together at last, Leon

and Ashley share a brief moment of relief, then prepare to escape from the island.

Meet up with the merchant a short distance ahead. The man offers nothing new, but you may be able to purchase



upgrades you couldn't afford before. Use the elevator at the far end of the walkway to reach a small communications tower above. Leon tries to radio for help but no one answers his call. Take the shotgun ammo afterward and then backtrack through the research lab. Save your progress at the typewriter in the tiny room just beyond the lab, check Leon's health and ammo, and then continue backtracking toward the storage room where Ashley's being held.

A gang of militants have taken up position atop the stairs in the admin hall. Don't fight on their terms;



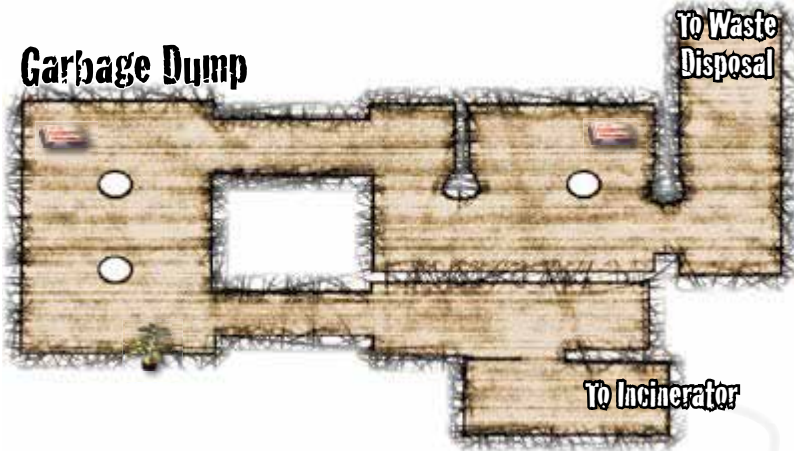
dash beneath the stairs instead and fire on the soldiers as they move to engage you. Pepper them with handgun fire through gaps in the stairs as they descend, and blast them away with the Striker when they start to draw near. Secure the hall and then head upstairs, passing through the north door to return to the storage room.



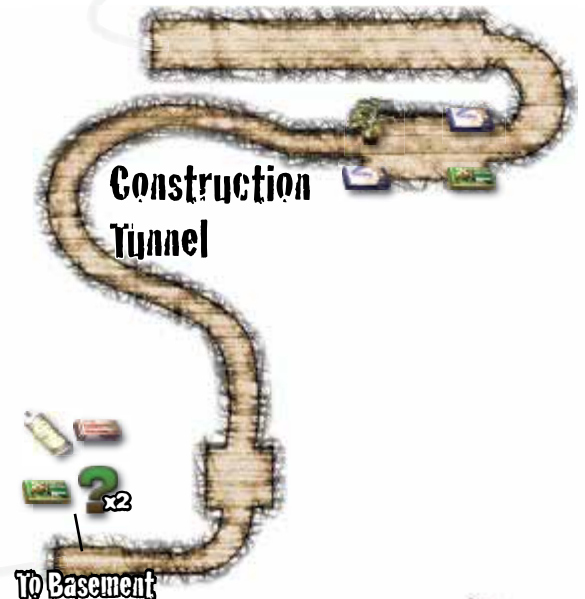
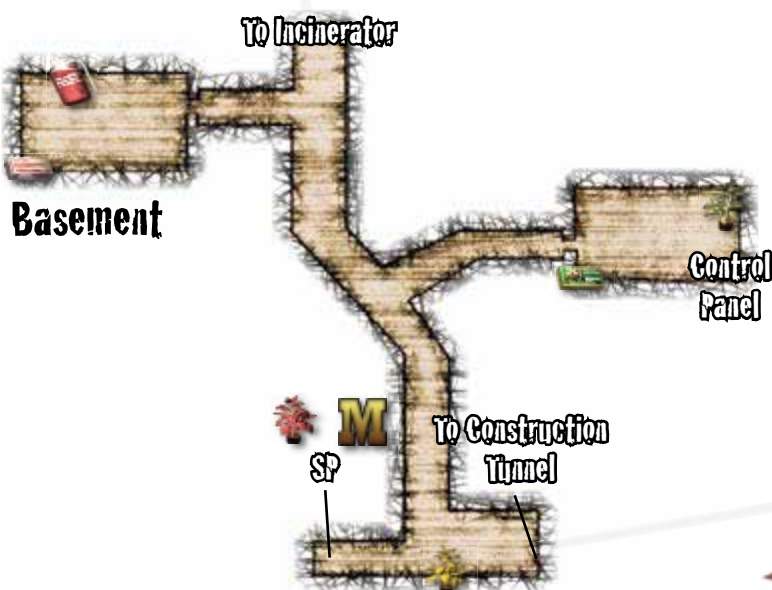
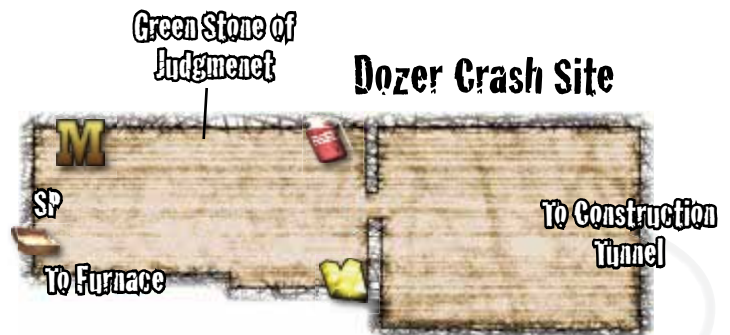
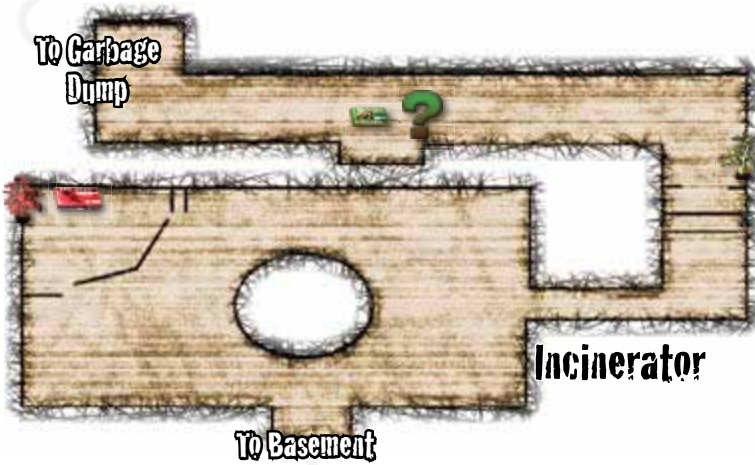
Chapter 5-2: Waste Management

United with his ward once more, Leon leads Ashley through a series of garbage dumps and processing plants deep beneath the island complex. As the two search for some means of escaping the island, they eventually have a nasty run-in with Lord Saddler, who uses the commanding influence of Las Plagas to kidnap Ashley once again.

Garbage Dump



	First Aid Spray		Red Herb
	Gold Bars		Rifle Ammo
	Green Herb		Save Point
	Handgun Ammo		Shotgun Ammo
	Incendiary Grenade		Spinel
	Merchant		TMP Ammo
	Peseta Box		Yellow Herb
	Random		



Resident Evil

Wii edition



Grab the shotgun ammo from Ashley's holding room, then pick up and read the **Paper Airplane** that comes sailing

through a window. The note, signed with a kiss, tells Leon that he may be able to escape through the garbage dump. Exit Ashley's cell with the Striker at the ready; militants backed by a berserker await in the outside room. Stand your ground and unleash hell on the men, tossing a grenade or two if you like to speed up the fight.

Militants pour through the security door and flood the small room. Turn around and unleash the Striker on the



men without delay, being careful not to hit Ashley. Clear the room, and then proceed to the trash-filled disposal chamber. Leon peers down the garbage dump once more and decides it's their only way out. Grabbing Ashley by the hand and ignoring her plea to find another route, Leon leaps out into the pit.



More deadly varieties of Las Plagas now begin to erupt from the hostiles' heads. Be prepared to blast them to bits.

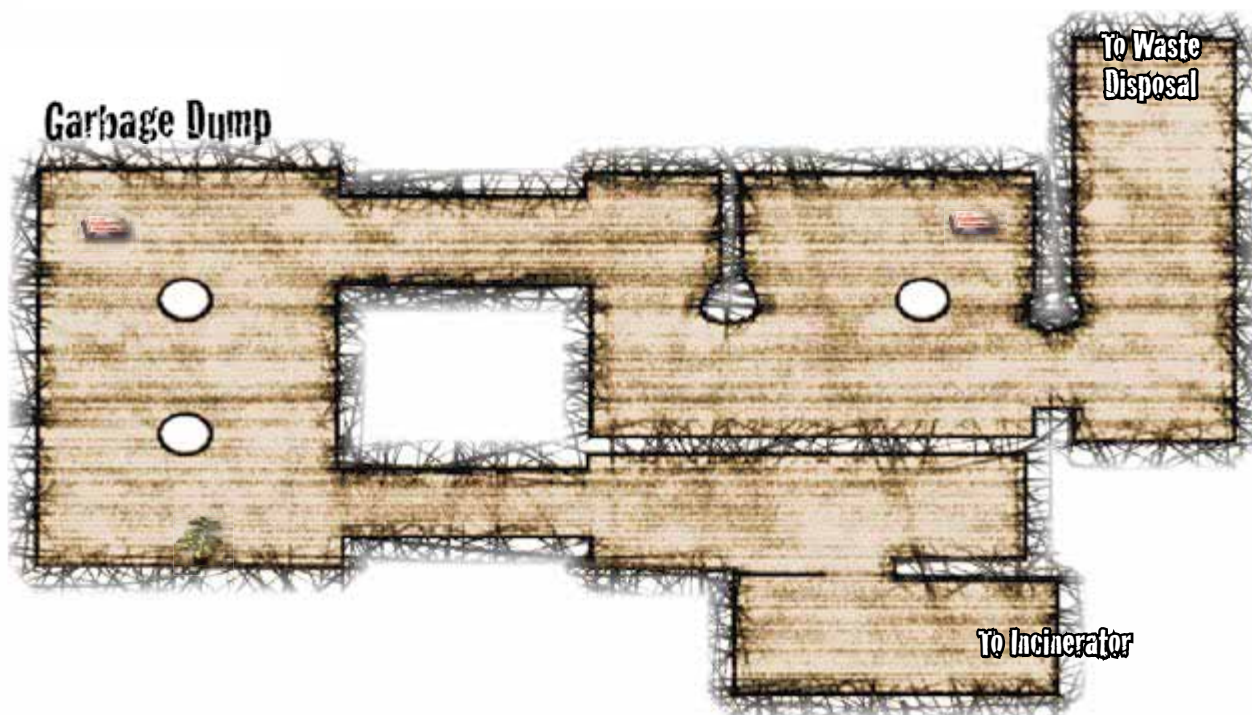


Be careful when wielding the Striker around Ashley. Leon brings up the weapon faster than Ashley can duck for cover and he'll hit her if she's standing in the way.

Continue backtracking toward the garbage disposal chamber you passed through earlier. Dispatch the soldiers



you encounter in the small security room near the disposal chamber. One of the men presses a switch on the far wall, activating a security system that seals the east door. Make the soldier pay for this act, then check Leon's health and ammo before pressing the switch to unseal the door.



The Island

Waste Management



Leon and Ashley make the plunge into the garbage chute and land safely on a pile of trash in the dump below. The

two notice the body of an Iron Maiden in the heap and quickly flee. Operate the lever on the nearby wall to raise the gate ahead. This prompts the Iron Maiden in the trash heap to spring to life and begin stalking Leon and Ashley. Dash through the open gate and then turn right, pulling the lever on the opposite side to lower the gate and slow the creature's advance.

Run to the next gate ahead and pull its lever to open it. Dash through and pull the lever on the opposite side to close this second gate as well. You've now put lots of space between Leon and the Iron Maiden; aim with the semi-auto rifle and pop each of the creature's Plagas until it finally bursts apart. If you're having trouble hitting the Plaga on the monster's back, wait for it to lurch past the exploding barrel between the gates and then shoot the drum to potentially kill the rear Plaga.



Collect the 20,000 pesetas the Iron Maiden drops along with the rifle ammo in the room between the gates. Open

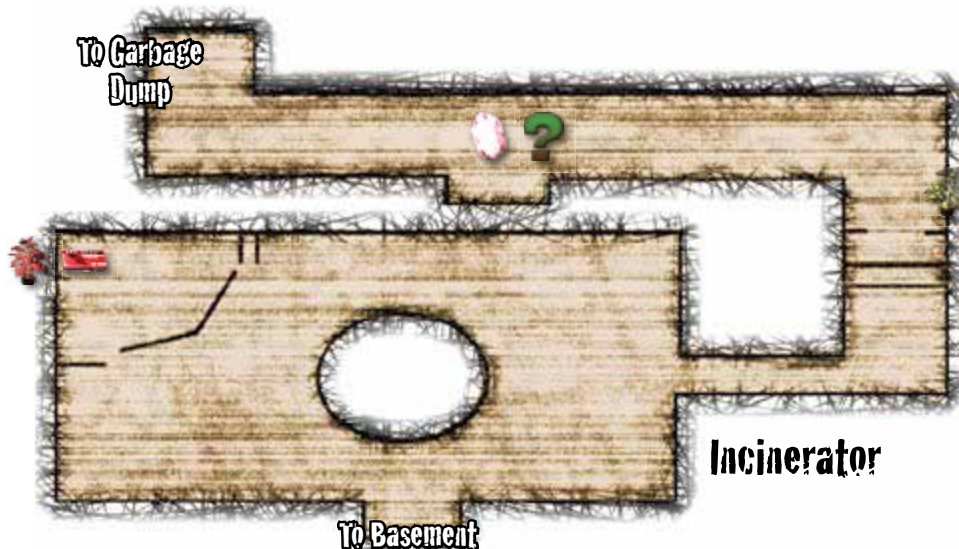
both gates, then approach the large red trash bin beyond the second gate and push it. Ashley helps Leon shove the object, and together the two push the bin ahead, creating a way forward. Continue onward and collect some more rifle ammo from the ground just ahead, then order Ashley to hide inside a nearby bin.



Run forward and collect a green herb from the ground ahead. Another Iron Maiden advances on Leon from the south walkway. Retreat as far back as you like, potentially running through and lowering the gates behind you to give yourself plenty of space. Dispatch the second Iron Maiden from range to secure the area, then collect the 20,000 pesetas it leaves behind. Continue onward, working with Ashley to shove another large red bin out of the way so you may access the door beyond.



Order Ashley to hide in the gray trash bin between the gates to ensure her safety.



Resident Evil

Wii edition



Have the Striker ready as you enter the next area; berserkers and militants rush in in the entry hall. Unload on the

hostiles until the corridor is clear, then search around for valuables. Head through the gate at the far end of the hall and approach the next chamber, which is dominated by a large central pit full of lava and a huge hanging wrecking ball. Check that Leon and Ashley are in good health before dropping down to the lower chamber.

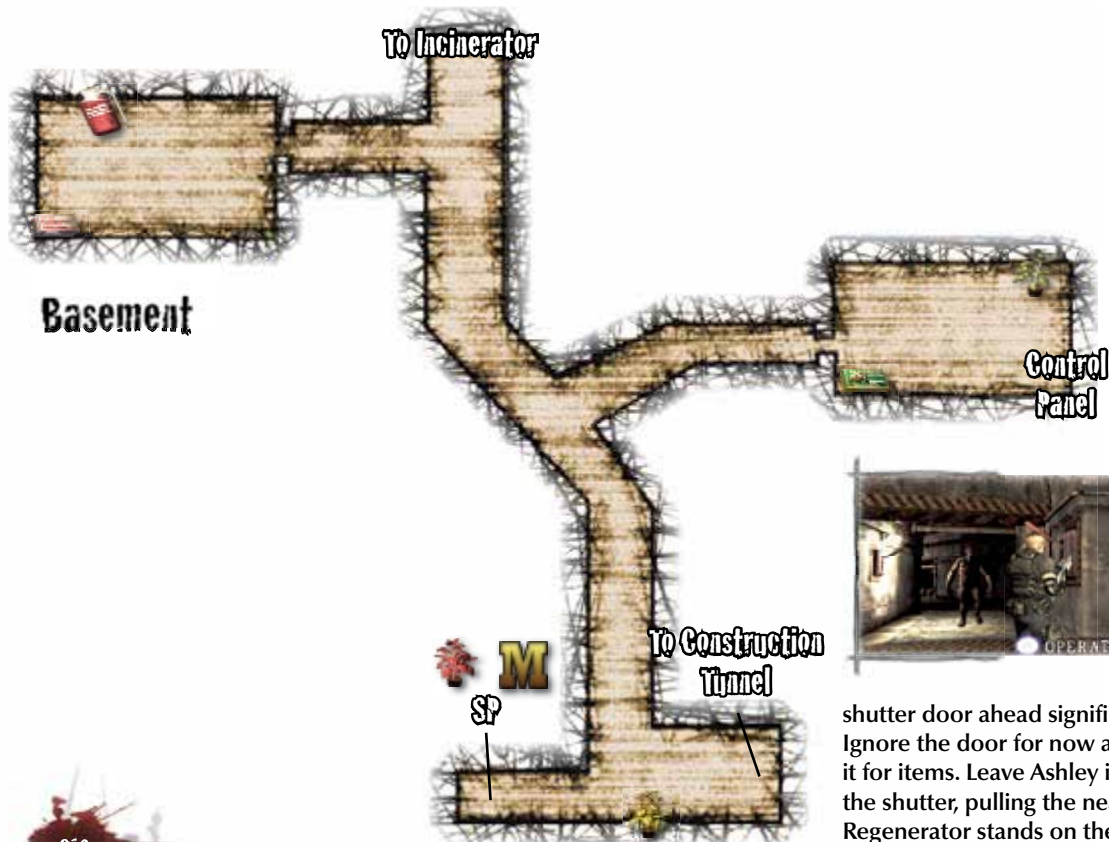
Militants and berserkers fill the chamber the moment Leon and Ashley drop from the ledge. There's no way to get back out, and few places to defend, making this a challenging scenario. Ashley spies a crumbling wall and thinks there may be a door behind the rubble. The moment the hostiles begin to appear, rush to the small control room at the chamber's far end. Grab the red herb and then spin around, blasting the waves of hostiles that approach from the control room's two doors.



Make sure to give Ashley a moment to duck before unleashing the Striker or you may hit her by accident!

When a chance permits, move close to the wrecking ball controls and have Ashley operate the machinery.

Return to the corner of the control room and continue to hold off the swarming hostiles while Ashley works at smashing a way forward. Use the Striker along with a few incendiary grenades to keep the hostiles at bay, and stand your ground until the onslaught finally subsides. When Ashley finishes her work and the enemies stop coming, proceed through the doorway she opened.



Leon and Ashley have accessed a small basement tunnel. The sound of heavy breathing coming from beyond the

shutter door ahead signifies the presence of a Regenerator. Ignore the door for now and enter the side chamber, raiding it for items. Leave Ashley in the side room and then return to the shutter, pulling the nearby lever to raise it. Sure enough, a Regenerator stands on the other side. Quickly retreat to the side chamber and stand ready to pelt the monster's Plagas with rifle fire the moment it enters the room.



Collect the 5,000 pesetas dropped by the Regenerator and then proceed down the tunnel beyond the blast door. A

second Regenerator stands at the far end of the corridor. The moment the monster sees you, retreat to the tunnel's entrance and then fire on the creature as it slowly advances. Pick up the pesetas it drops and then explore the next side room farther down the hall. Raid the room for items and then press the glowing red button on the wall to raise the next shutter ahead.

The second shutter doesn't open all the way and the nearby lever is inoperable. Approach the door and choose

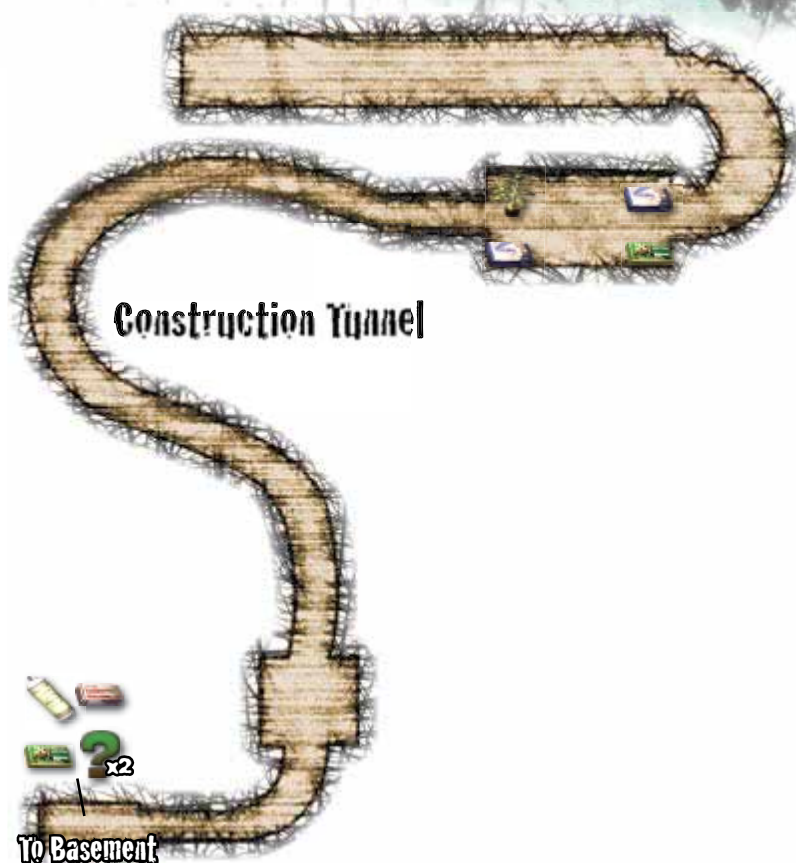


to send Ashley crawling underneath. The girl uses the lever on the opposite side to fully open the shutter, allowing Leon to join her. Collect the yellow herb from the far end of the corridor and then enter a final side room to meet up with the merchant, who peddles the same wares as before. Nab a red herb from the room's locker and save your progress at the nearby typewriter, then approach the security door just outside the room.



Leon and Ashley must work together to open the final security door. Move to one of the levers at either side of the

door and order Ashley to wait there. Move Leon to the other lever and then press **A**. The two then grab their respective levers and prepare to open the door. Watch as the colored bars light up along the top of the door, and press **A** when the central circle lights up to make Leon and Ashley pull both levers simultaneously. Timing this properly unlocks the door, allowing the two to reach the area beyond.



The security door leads to a huge underground tunnel. A massive bulldozer lies just ahead.

Smash the surrounding boxes for goodies and then climb aboard the bulldozer. Ashley climbs up to man the controls while Leon takes up position on the bed of the vehicle.

What follows is a frantic journey through the long construction tunnel. Ashley drives the bulldozer ever



onward; Leon's job is to keep hostiles from overtaking the vehicle. Back Leon into one corner of the bed and stand ready with the Striker or TMP. Rip into the militants that chase the dozer and hop aboard. The Striker is ideal for keeping the hostiles at bay, but it often sends the men flying off the vehicle, preventing you from claiming the goodies they drop. You'll burn through a bit more ammo using the TMP, but you can collect more items.

resident evil

Wii edition

The militants soon bring a truck around to chase after their quarry. The moment you hear the truck's telltale horn,



immediately switch to a handgun or the TMP and open fire on its engine block. It takes only a few shots to cause the truck to burst into flames and crash. Return your attention to combating the militants afterward, but be prepared to fire on the truck's engine when it comes after you a second time.



Leon and Ashley eventually reach a dead end. Ashley parks the bulldozer on a massive elevator; Leon

must disembark and explore their surroundings to find the lift controls. Jump down from the bed and climb a nearby ladder to reach an elevated walkway. Run along the walkway, collecting items and blasting hostiles out of your path with the Striker. Listen for Ashley's cries of help as you navigate the walkway; soldiers periodically jump onto the bulldozer's bed and move to assault her. Pick off each hostile who moves toward the girl whenever you hear her cry out.



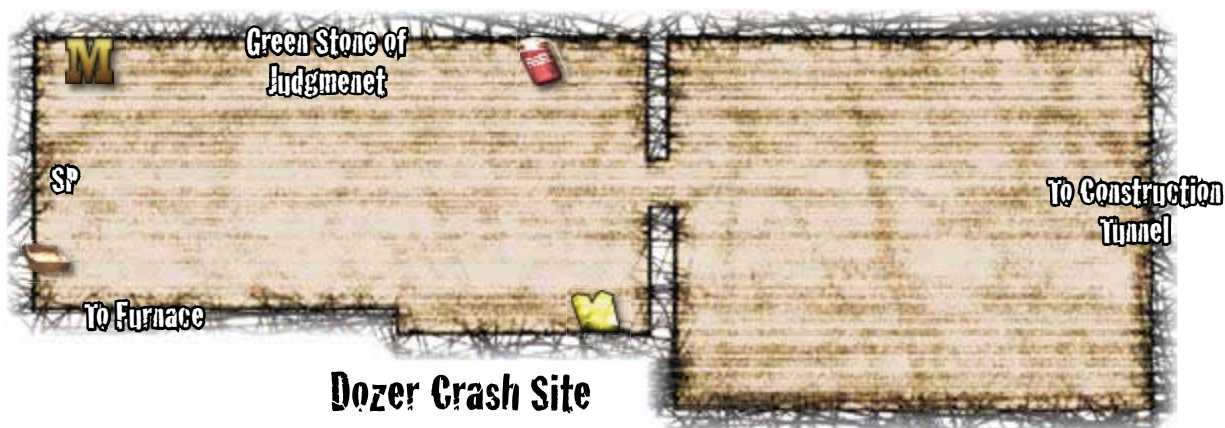
The elevator controls are attached to the east wall. Smash the nearby boxes for items and then operate the

control lever to activate the lift. Hurry back to the bulldozer and return Leon to the bed of the vehicle. The elevator then activates and the dozer is brought to a higher floor.

Ashley starts up the dozer and begins cruising along the road above. Aim at the soldiers on the elevated footbridges



ahead and pelt them from range to knock them down before they drop in to attack. Turn and fire on the hostiles who approach from behind as well. Defend the truck bed until you hear a horn honk in the distance, then immediately face the front of the bulldozer. A truck comes barreling downhill toward you; fire on the truck's engine block as you did before to send it crashing off the road. Frightened, Ashley steers the bulldozer through a nearby wall in an attempt to avoid a head-on collision with the truck, and the harrowing bulldozer ride finally comes to an end.



Dozer Crash Site



Leon and Ashley survive the crash and end up in a small chamber. The bulldozer is totaled, so head into the room beyond and

search around for items, including some gold bars tucked away in a cabinet and a valuable treasure, the Green Stone of Judgment. The nearby merchant offers the same selection of goods as before; trade with the man and then save your progress at the nearby typewriter before moving on.

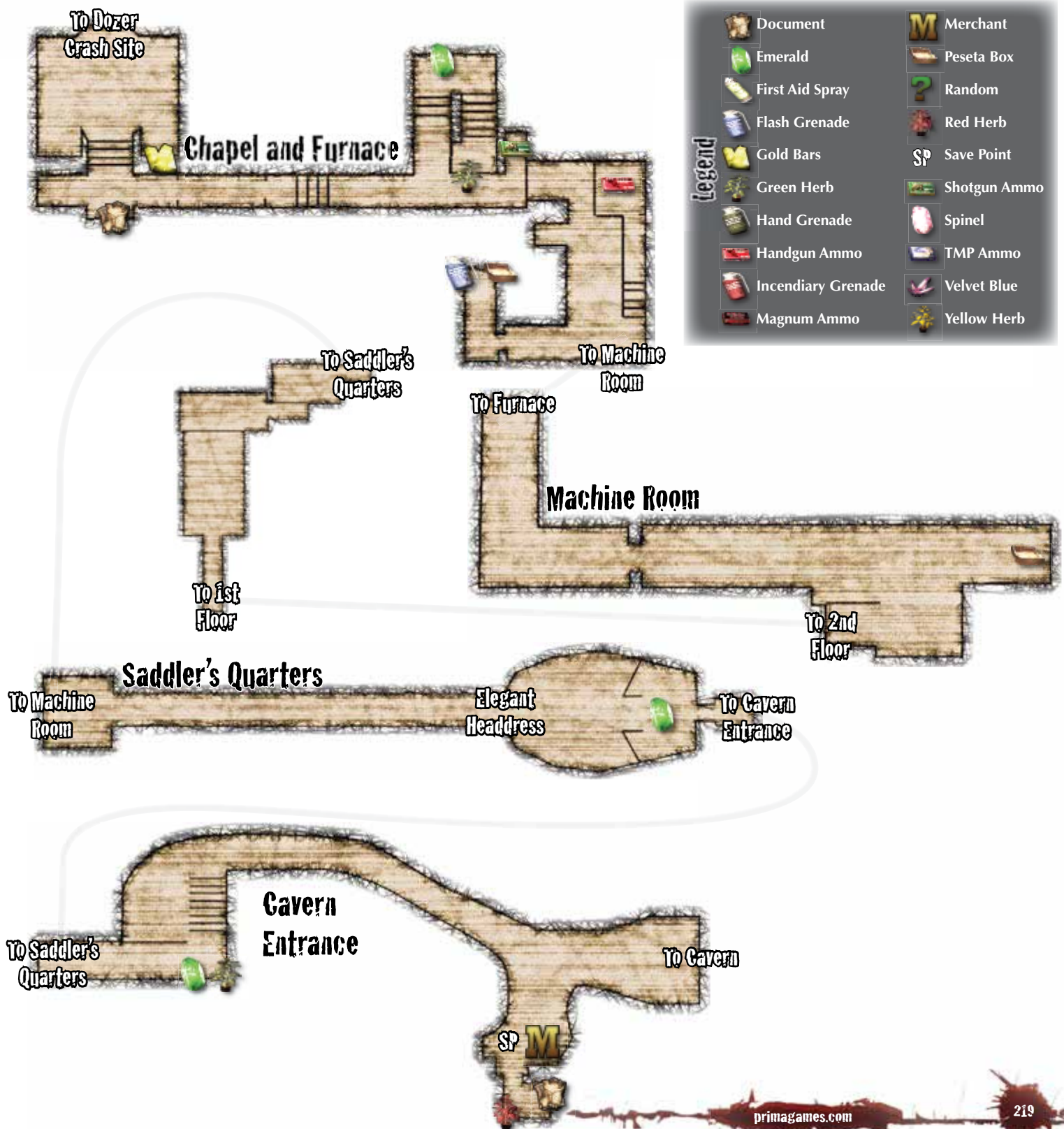
Lord Saddler himself awaits Leon and Ashley in the eccentric chapel beyond the crash site. Using the wicked influence of Las

Plagas, Saddler forces Leon to the floor and commands Ashley to his side. The two are helpless against the cult leader's will; the parasites grow ever stronger inside their bodies. With Ashley in his grip once more, Saddler sees no reason to linger. He turns and departs, leaving Leon writhing in agony.



Chapter 5-3: Cage of Torment

Wounded and weary, Leon has no choice but to continue onward in search of Ashley. He now realizes that something must be done about the nefarious cult leader, but before that can happen, Leon must first get past two of Saddler's most horrific and challenging minions.



resident evil

Wii edition

To Cavern
Entrance

To Militant
Camp

Switches

Switch

Cavern

Switches

Piece of the Holy
Beast, Eagle

To 1st
Floor

To 1st
Floor

Piece of the Holy
Beast, Panther

To 1st
Floor

To 1st
Floor

Krauser's Stronghold 2nd Floor

To 1st
Floor

To Militant Camp

To 2nd
Floor

To Basement

To 2nd
Floor

To 1st
Floor

To 2nd
Floor

Krauser's Stronghold 1st Floor

Krauser's Stronghold Basement

To Target
Practice

SP To 1st
Floor

To Militant Camp

To Krauser's
Stronghold

Militant Camp

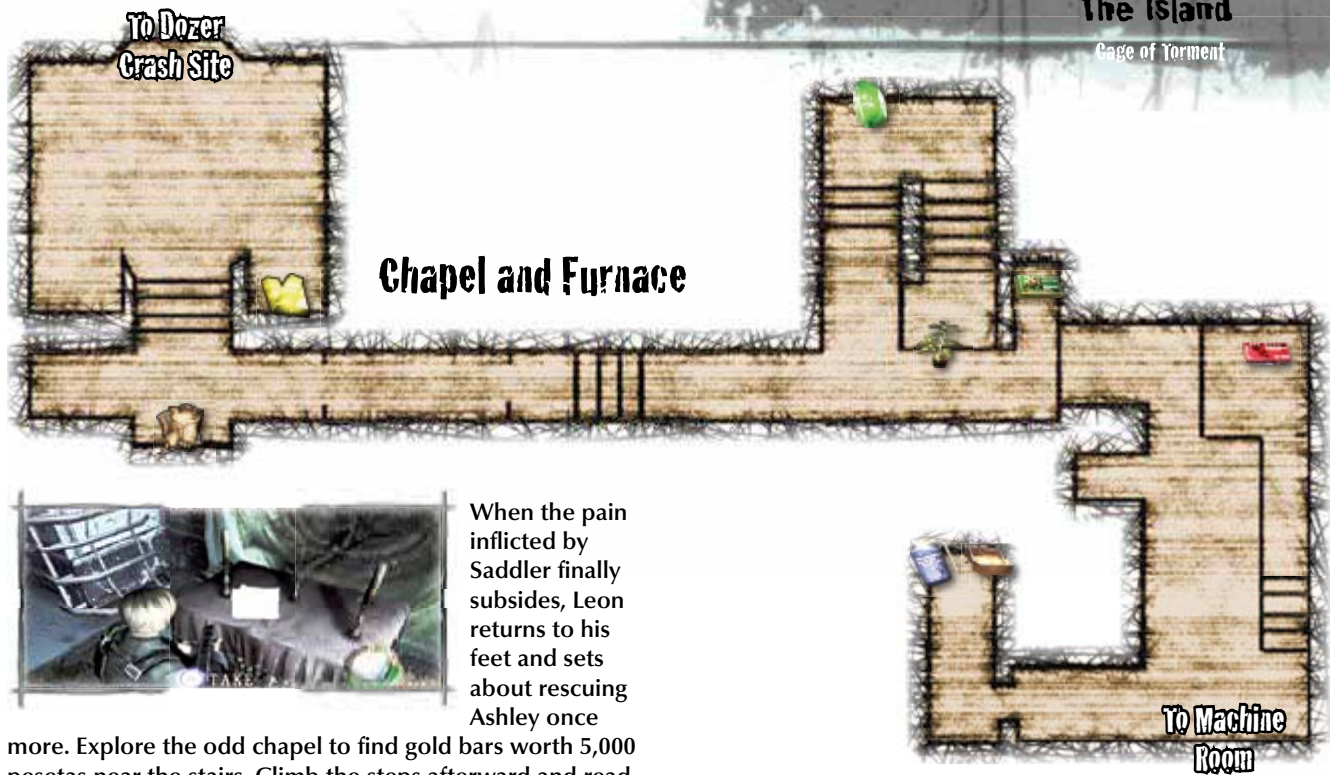
To 1st
Floor

Blue Stone
of Treason

x2

To Basement

To Cavern



When the pain inflicted by Saddler finally subsides, Leon returns to his feet and sets about rescuing Ashley once

more. Explore the odd chapel to find gold bars worth 5,000 pesetas near the stairs. Climb the steps afterward and read the document resting on the altar entitled **Our Plan** for a glimpse into Saddler's thoughts on the loss of Mendez and Salazar, and Luis's costly betrayal. Proceed through the door ahead to reach a stairwell.

Move to the end of the stairwell and collect some shotgun ammo from the floor. Fire on the numerous militants below to draw them upstairs, dispatching each one who approaches in turn. Fall back toward the chapel if necessary. When the men stop coming, head downstairs to explore the area's lower portion.



Collect the green herb from the base of the stairs and kick open the nearby door to reach a furnace chamber.

Eliminate all remaining hostiles in the area and then make a thorough sweep for valuables. Be careful when entering the storage closet as a soldier may be lying in wait. Head through the south door after raiding the area to proceed.



To Furnace

Machine Room

To 2nd Floor

To 1st Floor

To Saddler's Quarters

resident evil

Wii edition

Leon finds himself in a giant warehouse full of elevated platforms and large hunks of machinery. Collect the

3,000 pesetas on the floor ahead and then use the nearby lift to reach the platform above. Cross the walkway and be ready to dodge by pressing **△+□** or waving the Wii Remote as indicated; Leon is suddenly ambushed by an old acquaintance, and it's not Ada this time.

Even after dodging the assault, Leon ends up with a nasty cut across his right cheek. Returning to his feet, Agent Kennedy locks eyes with a man he thought had perished long ago. Jack Krauser stands before him, brandishing his trademark combat knife. As the two circle each other and exchange words, be ready to press **△+□** or wave the Wii Remote to make Leon dodge Krauser's periodic knife strikes.



After suffering a nasty gash across his chest, Krauser tires of the cat-and-mouse with Leon and knocks the smaller man

to the ground. Wave the Wii Remote furiously when Krauser leaps on top and attempts to plunge his blade into Leon's throat. Keep shaking the Wii Remote until Ada makes a very timely appearance, saving Leon from a gruesome fate.

Seeing that he's outnumbered, Krauser makes an impossible leap to a higher platform and quickly slips

away. Ada departs shortly thereafter and Leon receives a mocking transmission from Saddler, foretelling of an imminent encounter with an unstoppable creature he refers to only as "it." Drop down from the platform and proceed through the far door to reach the next area.



From this point onward, Leon bears a scar on his right cheek from his scrape with Krauser.

Saddler's Quarters

To Machine Room

Elegant Headress

To Cavern Entrance



Leon comes to a long, glossy hallway. As he moves down the hall, security lasers suddenly activate right in front of him.

The lasers move in a regular pattern, and touching one is fatal. Wait until the two vertical lasers split apart and the horizontal one rises upward, then dash between them.



A second set of lasers activates just beyond the first. Stop short of them and watch as they move in a hypnotic

pattern. Run through the middle when the two horizontal lasers start moving upward and the triangular lasers switch to form two vertical bars. There isn't much space between the two vertical lasers, so take your time and position Leon with care before making the run.

The Island

Cage of Torment



Be ready to dodge the moment you pass through the second set of lasers; a third group materializes

just ahead and quickly moves toward Leon. Wave the Wii Remote to make Leon leap between them at the last moment, narrowly avoiding a horrible demise.

Approach the crackling laser emitters ahead and prepare to shake the Wii Remote some more. The lasers suddenly



become active as Leon passes by; wave the Wii Remote to make Leon flip out of the way, and continue shaking it so he dodges the follow-up attack as well. Run to the end of the hall afterward and press the switch to the right to begin unlocking the far door.

As the door unlocks, a large group of lasers appears at the opposite end of the corridor and start moving toward Leon



from behind. The lasers pick up speed as they draw near, so step toward them to give yourself more time to react when the time comes to wave the Wii Remote. A successful dodge sends Leon running up the wall and flipping over the lasers in dramatic fashion.

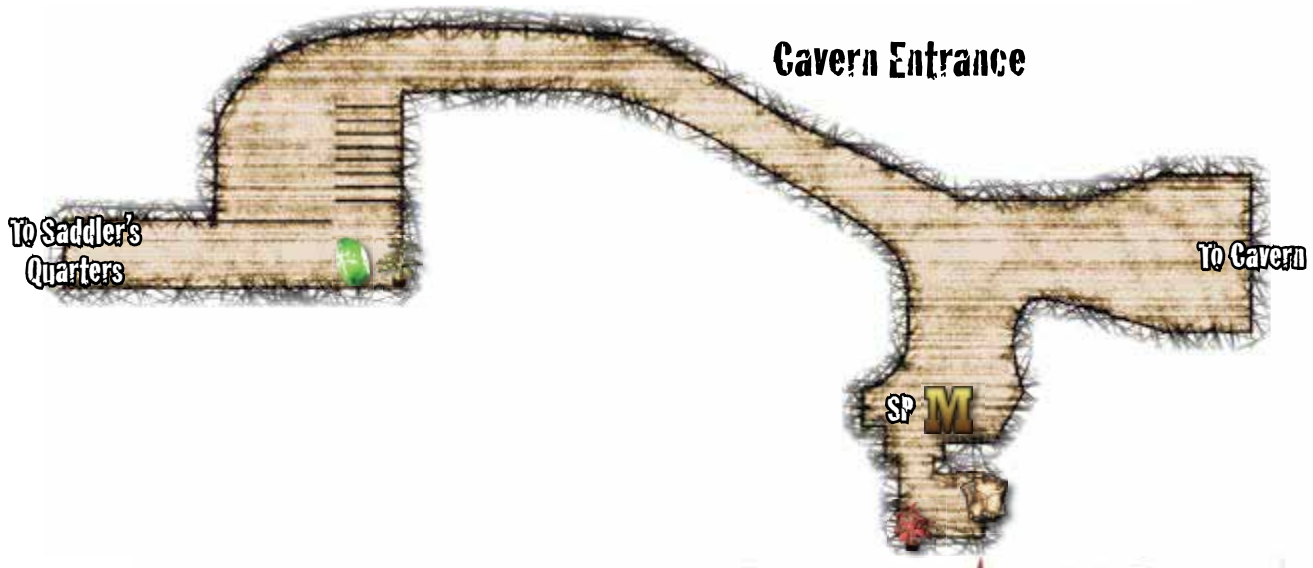
The door opens after Leon avoids the final set of lasers. Head through to enter Saddler's personal quarters. No wonder security was so tight out there. Approach the ornate chair at the far end of the chamber and search it to find an emerald lodged in the cushion. Turn around and fire at the glittering object on the archway above the entry door to drop an Elegant Headdress. Sit in the chair for a moment to give Leon a quick break, then use the elevator behind the chair to descend to a lower area.



The things you find between seat cushions around here....



You've found another Elegant Headdress. The merchant isn't far; sell this valuable to him.



resident evil

Wii edition



Step off the lift when you reach the ground and head down the metal stairs ahead. Search beneath the stairs to find

a green herb and an emerald, then collect and read **Luis' Memo 4**, which sits on a small crate beside the nearby merchant. Speak with the merchant, who now offers new magnum tune ups, then raid the storeroom behind him for loot. Save your progress at the typewriter and then proceed through the large doors ahead.



Good eye; that emerald under the stairs could have easily been missed.

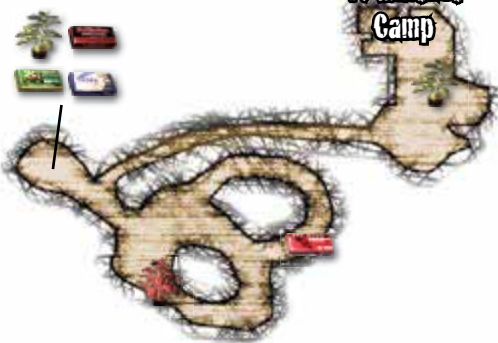
Cavern Entrance Merchant

A brutal battle lies just ahead, so tune up Leon's weapons while you have the chance. You're in good shape if the Striker and TMP are fully upgraded to Exclusive status. Assuming that's the case, pour the rest of your funds into beefing up your favorite magnum; you'll soon need all the firepower you can muster.

Weapon	New Upgrades	
	Upgrade	Cost
Broken Butterfly	Firepower Lv.6	70,000
Killer7	Firepower Lv.3	78,000
Killer7	Reload Speed Lv.3	30,000
Killer7	Capacity Lv.3	40,000

To Cavern
Entrance

To Militant
Camp



Head through the tunnel beyond the doors and claim a yellow herb from a small alcove. Entering the massive

cavern ahead, Leon gets a glimpse of a collection of cages suspended over a yawning chasm. Search around the cliff for items until a massive, hideous creature appears and knocks Leon into one of the cages below.

The monster stalks toward Leon the moment he lands inside the cage. Blast the creature with the Striker

to inflict pain and cause it to leap up to the cage's ceiling. Run forward and turn left until you reach a sealed shutter door. Fire at the green light nearby to disable the security



lock and raise the shutter, revealing a control panel beyond. Press the emergency switch on the control panel and then backtrack out of the dead end.



The creature periodically attacks Leon from the ceiling. Be ready to dodge by pressing **(A)+(B)** or waving the Wii Remote as shown.



Leon can't kill the creature or even wound it at this point in the fight. Conserve ammo and simply fire on the fiend to make it retreat.

The Island

Cage of Torment



Nab the shotgun ammo on the ground as you backtrack toward another shutter door. Dodge the creature's

attacks from above. If it drops in to assault Leon, blast it until the monster retreats to the ceiling once more. Collect the green herb near the second shutter door ahead and then blast the green light on the wall to raise the shutter. Proceed down the passage that follows until you reach a second control panel, then press the panel's switch.



Activating both emergency switches unlocks the cage's exit door and begins a 30-second countdown timer. Leon must

flee the cage before time expires or he'll be trapped inside and plummet into the abyss when the cage falls. Fortunately, the large red exit door is right nearby. Turn around and run to the door, escaping the cage and ignoring the creature if it drops in to attack.

Leon finds himself in a second cage similar to the first. Turn right and grab the nearby incendiary



grenade, then navigate the passage until a shutter door slams down in front of Leon and the creature drops in to attack once again. Unleash the Striker on the monster until it retreats, then quickly shoot the green light above the north shutter to clear the way forward. Run to the control panel beyond the shutter and hit the switch, then backtrack out. Stay alert and be ready to dodge the monster's attacks as you go.



Fire on the green light on the wall opposite the south shutter to raise the door and reach the second

emergency switch. Hit the switch to unlock the cage door and start the 30-second countdown timer. Bolt toward the east exit door, avoiding the monster the whole way. Hurry through the door before the cage drops or you'll fall right along with it.



Yet another cage awaits Leon beyond the second. Approach the nearby emergency switch and

press it to raise a central shutter, revealing a narrow tunnel leading to the east side of the cage. The monster then lands right behind Leon and a massive Plaga with huge pincers bursts from its back. The fiend is far more powerful now; switch to the TMP and pelt its Plaga until the creature finally withdraws to the ceiling. The nearby shutter can't be opened from this side of the cage, so head through the narrow central tunnel to proceed.

Run through the tunnel and along the passage beyond until the path is blocked



by some iron bars. Shoot through the bars at the glowing green light beyond to raise the shutter ahead. Leon can't pass through the bars, so backtrack through the central tunnel and turn right when you reach the other side. Continue down the passage, passing beneath the now-open shutter to reach the cage's second emergency switch. Hit the switch to unlock the exit door and start the countdown.



The exit door is far, but the creature shouldn't attack you en route. Hurry through the central tunnel once

more as you make a mad dash to freedom. A chain lowers in front of Leon once he passes through the door, providing a means of escape. Quickly press **△** to make Leon leap out and grab the chain, at last escaping the horrific ordeal.



Leon lands on a ledge and the monster goes tumbling downward along with the cage. A cache of ammo lies nearby; pick

up each item and check that Leon's health is near full before moving onward.

Resident Evil

Wii edition



As Leon moves toward the gate ahead, the monster suddenly emerges from the chasm and tears after its prey. Leon dives through the gate and the creature quickly follows. The gate slams shut behind them, trapping Leon inside a small network of tunnels with the monster. With a terrible roar, the creature advances on its quarry.

Experimental Monstrosity: U3

Threat Level



If given a chance, the creature uses its powerful pincers to smash through the gate and advance on Leon. Toss a flash grenade to stun the monster, then turn and flee through the next gate, repeating the same tactics as before.

After suffering significant damage, the monster changes gears and begins burrowing underground, attempting to emerge beneath Leon's feet. Be ready to dodge when you see the monster burrow beneath the surface or Leon will suffer greatly. The monster continues to chase Leon as usual once it returns to the surface; hit it with everything you've got.



This unholy monster created by Saddler is one of the most formidable fiends Leon faces. It can withstand tremendous amounts of punishment and its attacks are absolutely devastating. Don't hold anything back during this encounter; unleash Leon's most powerful weaponry on the creature and strive to kill it as fast as possible.



When the fight begins, immediately turn around and run to the far gate. Pull the lever near the gate to raise it, then

dash through. Hit the lever on the opposite side to drop the gate, slowing the creature's advance. Back up and blast the monster with a magnum until you run out of ammo, then start tossing incendiary and hand grenades. Switch to the TMP when you run out of explosives and aim for the pincer Plaga on the creature's back.



Hit the explosive barrel behind the monster to inflict some extra damage.

Flash grenades help keep the creature stunned, giving you time to pound it with heavy weaponry or turn and run.



Keep up the pressure until the battle is finally over. Fill your pockets with the 50,000 pesetas the monster

leaves behind, then explore the tunnels to find a variety of items. Use the lift near the cavern's exit to return to the entry ledge and collect a green herb you couldn't reach before. Cross the chasm on the lift once more, and climb the nearby ladder to freedom.

The Island

Cage of Torment



The ladder leads up to a small bunker. Search around for items and then head through the door. Leon finds himself on

a cliff overlooking a campsite full of militants. Remove the infrared scope from the rifle and fire at the explosive barrel near the central bonfire to kill the vast majority of militants with a huge explosion. Then scan the area and pick off any survivors.

Enter the large tent in the middle of the campsite and smash the wooden boxes within for goodies.

Drop down the hole in the ground inside the tent to reach a small underground passage. Smash barrels and boxes in the passage for items and don't miss the emerald on the ceiling near the entry.



Drop from the ledge as soon as you can and hurry to collect the items left behind by the militants. Make a thorough sweep through the campsite afterward; there's plenty of loot to be had here. Collect a yellow herb near the north cliff and notice that a fence prevents you from reaching the door in the distance. You'll have to find another way around.



Shoot the glimmering object on the ceiling for another valuable emerald.



The Blue Stone of Treason sits on a small crate in the underground passage. Combine this third and final gemstone with the Golden Lynx to complete the piece.

resident evil

Wii edition

The merchant awaits you at the far end of the passage. Take and read

Krauser's

Note from the nearby desk, which reveals that it was Krauser who kidnapped Ashley for Saddler. The note goes on to say that Krauser and Ada are both working for Albert Wesker of the former super-corporation, Umbrella. Things are finally beginning to fall into place. Trade with the merchant, save your game at the typewriter, and the climb up the nearby ladder.



The door near the merchant leads to the shooting range, but there's no need to enter if you've already beaten all four games.

Militant Camp Merchant

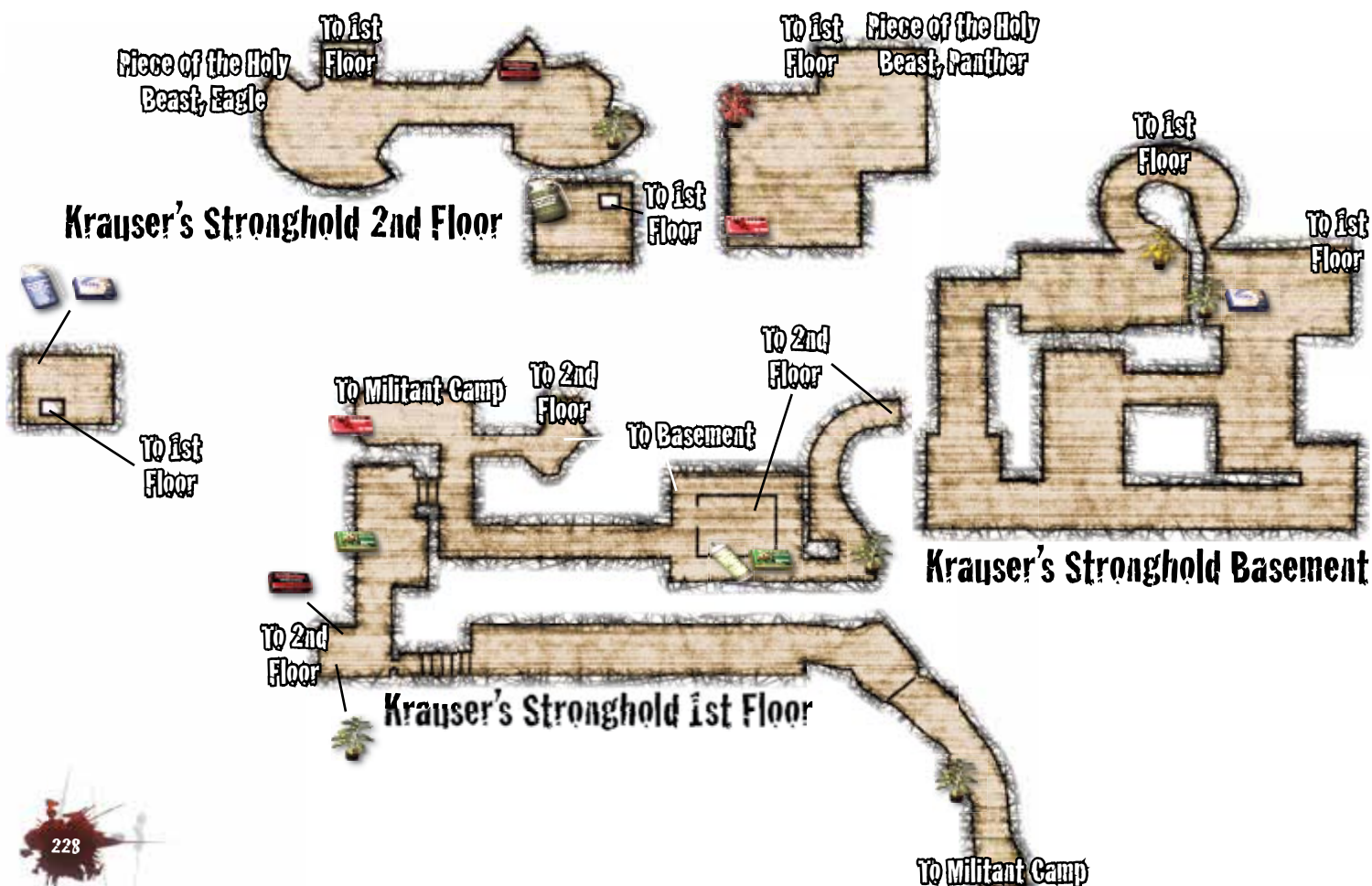
The merchant now offers the final weapon tune up: the Exclusive upgrade for the Broken Butterfly. Buy this upgrade if you can afford it to boost the magnum's firepower to ridiculous heights, but do so only if you've already maxed out more versatile weaponry such as the Striker and TMP.

New Upgrades		
Weapon	Upgrade	Cost
Broken Butterfly	Exclusive	150,000



The ladder leads up to the surface. Leon now stands on the opposite side of the fence that previously blocked his

path. Smash a nearby barrel for a random item and then proceed through the large door ahead.



The Island

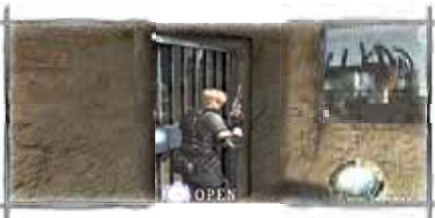
Cage of Torment



Proceed along the path beyond the door, smashing a barrel to the left for a green herb. Drop down to a lower trail

and run onward until Krauser makes his presence known to Leon. The two exchange words until Krauser opens fire, then Leon ducks for cover behind a chunk of wall.

Immediately turn left and run up the flight of steps ahead. Kick in the door at the top of the steps and bolt into the small



building beyond. Krauser's on his way to greet you, so waste no time collecting items from the tiny room. Try to open the nearby metal door to find that there's a security timer; the door won't open for a minute or so.



Though Krauser uses grenades and bullets against Leon, he favors close combat with his knife. Be ready to press **(A)+(B)** or shake the Wii Remote to dodge Krauser's knife strikes when prompted to do so.

Krauser assaults Leon in the small room until the metal door opens. Dodge his knife attacks and respond with



the Striker. Once Krauser has suffered some damage, he tosses a flash grenade and flees. The door then opens; climb the room's ladder to reach the roof and collect the items up there before moving on.



While waiting for the metal door to open, repeatedly climb the ladder to the roof and then quickly drop back down afterward. Krauser chases but cannot harm Leon if you're quick to climb and fall. Keep this up for a minute or so until the door's timer lock deactivates, then hurry through the door.



Krauser leaps out from concealment behind a section of wall and ambushes Leon just beyond the metal door.

Move forward slowly with the Striker drawn and try to interrupt this surprise attack. Keep firing at Krauser until he tosses a flash grenade and withdraws once more. Collect the nearby shotgun ammo and then proceed down the steps ahead.



The steps lead down to a strange mural that's missing several pieces. Leon can't do anything with the mural just

yet, but remember its location. Collect the handgun ammo from the alcove to the left and then backtrack up the steps, turning left and crossing a short walkway. Krauser tosses grenades at Leon from the rooftop ahead; be ready to shake the Wii Remote and dodge these attacks, then use the Striker to repel Krauser when he drops in to attack.

Enter the building ahead of the walkway and smash the barrels inside for a first aid spray and some more shotgun



ammo. Two flying devices controlled by Krauser soon float into view and prepare to fire on Leon through the building's windows. Blast each one in turn before they have a chance to attack, then climb up the nearby ladder to reach the building's roof. Grab a hand grenade from the edge of the roof and then drop to the ground. Proceed along the path beyond the building, collecting a green herb from some rubble and then moving up a curved flight of stairs.



Leon finds an important item at the top of the stairs, the **Piece of the Holy Beast, Panther**. He also finds Krauser waiting

for him. The two exchange words until Krauser leaps up to a higher ledge. A gate then falls near the stairs, trapping Leon on the rooftop with his adversary.

Resident Evil

Wii edition

Run around the roof collecting items, waving the Wii Remote to avoid Krauser's hand grenades. Wait for Krauser to

drop down and attack Leon up close with his knife, then unload on him with your weapon of choice. Drive Krauser back to the rooftop, and press **A** when he taunts Leon to return the favor. Again, dodge Krauser's grenades until he returns to engage Leon with his knife, then drive him off a second time.



Make your first right and head through a short tunnel. Aim left when you reach the end and shoot another skittering robot to detonate it, destroying a second one nearby. A flying device then draws near; back into the tunnel a bit and shoot it down, then exit the tunnel and round the next corner. Blast two more skittering robots down the next stretch ahead.



Once you've raided the rooftop for items, take cover beneath the ledge Krauser leaps onto and wait there until he drops back down to attack.



Krauser taunts Leon from a high ledge when you reach the final chamber. Press **A** to make Leon respond. Several



Krauser leaves Leon be after the second knife assault. An odd statue then rises from a trapdoor in the roof. Shove

the statue onto a nearby pressure plate to gain access to a lever. Pull the lever to open the gate near the stairs, then run back down.



Backtrack to the building where Krauser's flying robots attacked you before, and head for the nearby gate. You can

now lower the gate using the lever next to it, which couldn't be pulled before. Watch out, though: Krauser ambushes Leon as he approaches the gate. Press **A**+**B** three times in rapid succession to make Leon dodge Krauser's trio of otherwise-fatal knife attacks, then blast Krauser a few times until he retreats once more.



Open the gate and drop down to a lower level of the stronghold. Equip a handgun and fire on one of the two

robots on the ground ahead. These grounded bots explode when shot or when they skitter close to Leon, so be careful not to get too close.

robots then appear and attack; immediately turn and run back into the tunnel, turning and firing on the devices as they give chase. Move forward afterward and enter a small circular tower, claiming a yellow herb from the ground inside.

An iron gate falls behind Leon when he enters the tower, leaving him no option but to head upstairs. Proceed up the

steps to return to the surface, then climb the ladder you encounter to reach the top of the tower. The final battle against Krauser is at hand; run to the far end of the tower and collect a few items there, then return to the other end and collect the **Piece of the Holy Beast, Eagle** from the wooden balcony.



Taking the artifact triggers the final encounter against Krauser. The man has lost all reason and has

apparently undergone some sort of genetic mutation; his left arm bursts apart, revealing a grotesque blade-like appendage. Whether or not Krauser has been infected by Las Plagas is unclear, but one thing's for sure: he means to end Leon's life here and now.



Lethal Weapon: Jack Krauser

Krauser is so intent on dispatching Leon that he's rigged numerous explosives to the walls of the tower they stand upon. The bombs are set to detonate in just three minutes, so defeating this worthy adversary quickly is of the utmost importance. If the timer reaches the one-minute mark and Krauser still draws breath, pull out all the stops and do whatever it takes to end the fight as fast as you can.



Wave the Wii Remote to dodge Krauser's initial attack. If you're unsuccessful, Leon takes a bit of damage and is knocked over

the tower's edge. Shake the Wii Remote rapidly to help Leon climb back up and fight Krauser on even terms. This situation may occur at other points in the fight if you hang around the edges of the tower; keep toward the middle or you risk being knocked off.

The battle against Krauser is frantic yet straightforward. The man guards himself with his blade-like arm from afar and repeatedly closes in to deliver decimating blows. Be ready to wave the Wii Remote or press **A+B** to dodge Krauser's attacks at a moment's notice, and do your best to anticipate them.



Surprisingly, Krauser's favorite tool of his dangerous trade is also his greatest vulnerability: Leon's combat knife inflicts more damage against Krauser than any other weapon, except perhaps the rocket launcher. Avoid Krauser's attacks and use quick knife strikes to carve him up whenever he draws near. This approach also helps you dodge many of Krauser's attacks, as shaking the Wii Remote for quick knife strikes is the same as waving it to avoid a lethal blow.



Once you learn Krauser's habits, you can anticipate his maneuvers and interrupt many of his attacks with Leon's knife. Use the TMP to pelt Krauser's feet from range and slice at him with the knife whenever he draws near. When the man finally falls, collect the **Piece of the Holy Beast, Serpent** he leaves



Threat level
●●●●○



There's no time to lose; Krauser may be out of the picture, but the bombs he placed around the tower are still ticking away. Drop down through the hole near the ladder to return to the tower's first floor, and then head through the opening in the wall to quickly reach the mural you noticed before. Fit the three **Pieces of the Holy Beast** into the mural to complete the picture and cause the entire wall to slide away, revealing a sturdy metal door. Head through the door to make good your escape before Krauser's



Chapter 5-4: Army of One

Having dealt a fatal blow to his old nemesis, Jack Krauser, Leon finds his path now clear. Osmond Saddler must pay for his atrocious violations against nature and human rights, but the road to the final conflict is paved with resistance. Leon must smash through the island militants' fortified stronghold to finally reach Ashley, who he finds strapped down to some sort of strange apparatus. After freeing the girl, Leon uses the surrounding equipment to rid their bodies of Las Plagas once and for all.

	Document		Handgun Ammo		Rifle Ammo
	Emerald		Incendiary Grenade		SP Save Point
	First Aid Spray		Magnum Ammo		Shotgun Ammo
	Flash Grenade		Merchant		Spinel
	Gold Bars		Peseta Box		TMP Ammo
	Green Herb		Random		Yellow Herb
	Hand Grenade		Red Herb		

To Ancient
Passage

Cliffside Ruins

To Militant
Base

Militant Base

To 2nd Floor

To 2nd Floor

To Cliffside
Ruins

To 2nd Floor

To Krauser's
Stronghold

Switches

To 3rd Floor

To 1st Floor B

To 3rd Floor

To 1st Floor B

To 3rd Floor

To 1st
Floor A

To 2nd Floor

To 2nd Floor

Pulley

Switch

To 2nd Floor

To 2nd Floor

Army of One





Leon has escaped Krauser's cunning trap and now finds himself on a trail leading toward a massive



Proceed along the trail until a militant jumps behind a chaingun turret and opens fire. Immediately duck into the



Mike will handle most of the heavy lifting through this base raid if you let him. Be patient and allow Mike to assist Leon at every step.



Just ahead, you're given a choice of either heading down some stairs to the right or continuing left along the trail.

Both paths bring Leon deeper into the militant base and there are goodies to collect from each one. We recommend you start with the higher trail; doing so draws out most of the surrounding hostiles, allowing Mike to blast them to bits. Turn left at the fork and continue along the path until a crew of soldiers emerges from a high ledge, then turn around and run back toward the tent you took cover in a moment ago. Stand ready to blast any militants who pursue Leon while Mike unleashes his chopper's chainguns on the men on the ledge.



One of the soldiers on the ledge carries a rocket launcher and another is armed with dynamite. Don't hang around!

Stand your ground near the tent, away from the brunt of the battle. Dispatch militants who pursue Leon until Mike



unleashes a missile on the ledge soldiers, decimating the men. The trail should be largely clear after that; return to find that Mike's missile has wiped out all of the hostiles who stood on the ledge. Climb up the nearby ladder to reach the top of the ledge and claim the goodies the men dropped, along with a green herb. Drop down afterward to return to the trail.



Though Mike is quick to kill many soldiers, a few will manage to escape his fly-bys. Keep the Striker at the ready and move cautiously.

Crossing the walkway to the left is risky, as another soldier hops behind a chaingun and opens fire at Leon from the

top of the bunker ahead. It's safer to backtrack a bit now and take the stairs you passed by earlier to reach the lower path. You can also hop over the nearby sandbags, knock down the ladder beyond, and then drop down to the lower trail. Either way, head downward and take up position in a corner, then fire away at the militants who move to attack.



Try luring the militants into climbing one of the nearby ladders so you can dispatch them easily with Leon's knife.



It's tough for Mike to fire on hostiles you encounter along the lower path, so don't expect much help from him.



Continue along the lower trail when the soldiers stop coming and use Leon's knife to break the lock off the gate

ahead. Passing through the gate causes a soldier to man the chaingun turret on the bunker above and to the right—the same bunker the upper walkway leads to. You certainly don't want to be in the chaingun's line of fire, so quickly run beneath the walkway and take cover in the wooden tunnel to the right. Use the Striker to blast away any militants who attack you in the tunnel, making good use of the quick turn to keep watch over both ends. Maintain position until Mike annihilates the bunker above, obliterating the chaingun emplacement.

Resident Evil

Wii edition

Secure the lower trail and search around for items, finding a yellow herb inside a barrel near the tunnel.

Head through the tunnel and scale the ladder you encounter to reach the bunker on the hill above, or scale the narrow side path to reach the same destination. Dispatch any lingering militants and raid the bunker to find a green herb inside and a flash grenade around back. Press the switch on the wall inside the structure to open a security door, allowing you to proceed.



Make sure Leon's in good health, and then head through the security door. Passing through the door triggers the appearance of a formidable commando. The warrior takes up position on a ledge to left, directly across the lower trail below. Turn around and retreat to the bunker, turning right or left when you step inside and then backing into a corner. Wait for a few militants to pursue Leon through the security door and into the bunker, then kill each one in turn.



Remain inside the bunker until the soldiers stop coming. Approach the security door afterward and wait for the

commando to stop firing, then run out of the bunker and bolt across the path ahead. Climb a short flight of steps past an explosive barrel and take cover in the small wooden hut beyond. The commando's chaingun fire can't harm Leon while he remains in the hut; equip the rifle and catch your breath for a moment.



The commando stands on the ledge directly south of the hut. Again, wait for the commando to stop firing,

then quickly step into view and aim your rifle at the brute. Fire the moment you line up a shot to stagger the commando before he revs up his chaingun once more, then just keep shooting to keep him off-balance until he finally falls.

Continue up the steps after dropping the commando. Use the pulley at the top of the hill to slide down to the ledge where the commando stood. Take the 15,000 pesetas the warrior left behind and grab the hand grenade from the ground, then drop down to the ledge below. Turn left and pull the lever on the wall to open the giant blast door below, creating a way forward. Drop to the ground and collect shotgun ammo from behind the wooden wall ahead, then proceed through the blast door to reach the second half of the base.



Before heading through the blast door, drop down to the lower area on the right to find a number of valuable items, including a red herb and some gold bars in the tents below.



The blast door slams shut behind Leon, trapping him in the second half of the militant base. Two soldiers behind

two chaingun turrets then open fire. Immediately run forward and press **(A)** to crouch behind the sandbags ahead. When the chainguns stop firing, turn left and dash into a nearby tunnel for cover. Climb the ladder at the end of the tunnel to reach the tunnel above, then remain near the top of the ladder, using the Striker and Leon's knife to dispatch every militant who gives chase. As you defend this position, Mike swings by and obliterates both the north and south bunkers in turn.

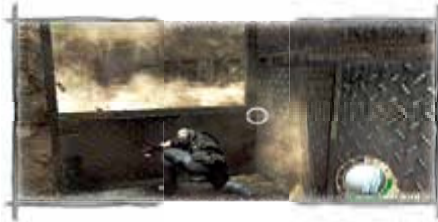
Wait near the top of the ladder until Mike does his work and the soldiers stop harassing you. The area should be largely

secure now, but continue to proceed with caution. Make a thorough sweep for items; there are plenty to be had in this area. Keep far away from the west blast door though; moving too close causes the door to slam shut and prompts two commandos to appear.



The Island

Army of One



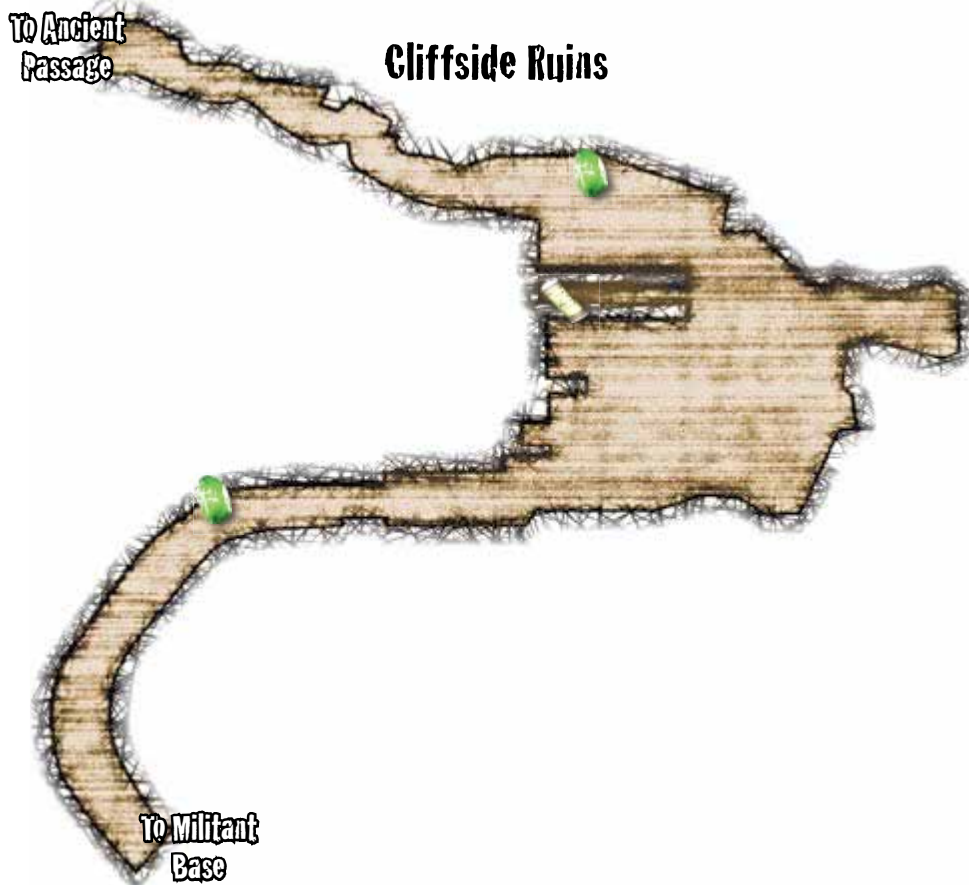
After looting the area, drop to the ground and approach the west blast door. When the door shuts in front of Leon,

immediately turn and run into the tunnel with the ladder. Climb up and equip the rifle, then slowly move toward the metal plates at the tunnel's mouth. Press **Ⓐ** to crouch and avoid the commandos' fire, then work at picking off each one from range.



Dispatch both commandos to secure the area. Run to their bodies and collect the pesetas they left behind. Pull the

two levers each commando was guarding to open the blast door, allowing you to proceed. Make a final sweep of the area before continuing onward.



Things finally quiet down once you're past the chaotic militant base. Run up the sloping trail ahead until Leon becomes

surrounded by a final swarm of militants near some ruins. The situation seems hopeless until Mike makes a dramatic appearance, tearing into the soldiers with his chopper's twin chainguns. Leon ducks for cover as Mike unleashes hell.

Leon contacts the chopper pilot after the bloodbath and says he owes him one. Without warning, a

militant steps into range and fires a rocket launcher at the Mike's helicopter, sending it crashing into the shore below. Leon runs to the cliff and sees the burning wreckage below. With renewed determination, Agent Kennedy sets out to settle his debt with Saddler once and for all.



resident evil

Wii edition

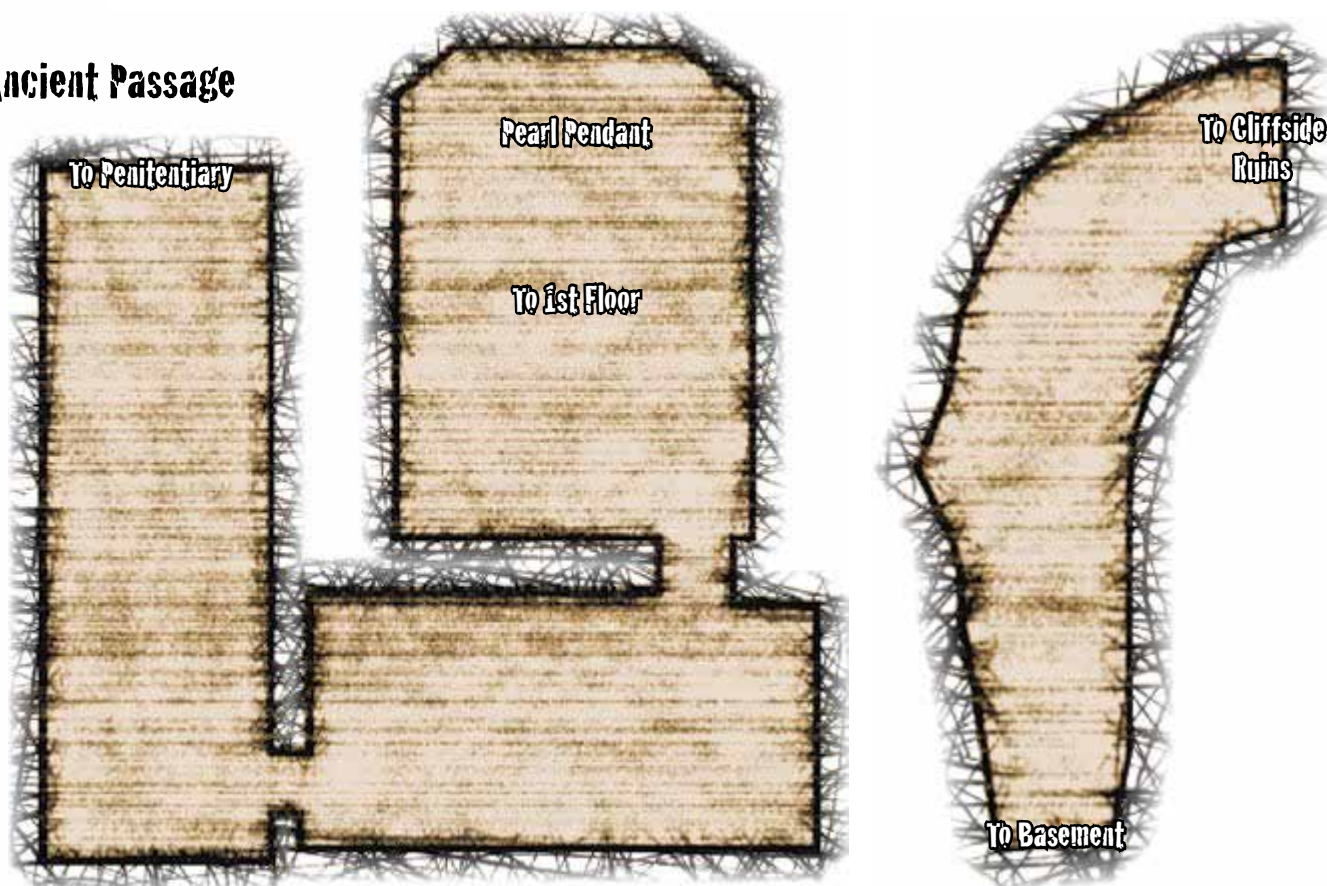


Run through the ruins and collect any items dropped by the final batch of militants Mike dispatched. Smash a barrel near the ruins for a random item, and shoot down two glimmering emeralds from the surrounding pillars. Proceed through the large gate ahead once you've finished pillaging the area.



It pays to look up every now and then—you've found the island's last two emeralds.

Ancient Passage



Head down the short trail beyond the gate and then drop into a dusty passage. Turn around and pick up a Pearl

Pendant from the pedestal behind the ladder leading back up to the surface. Head into the next room, where Leon has another run-in with Ada.

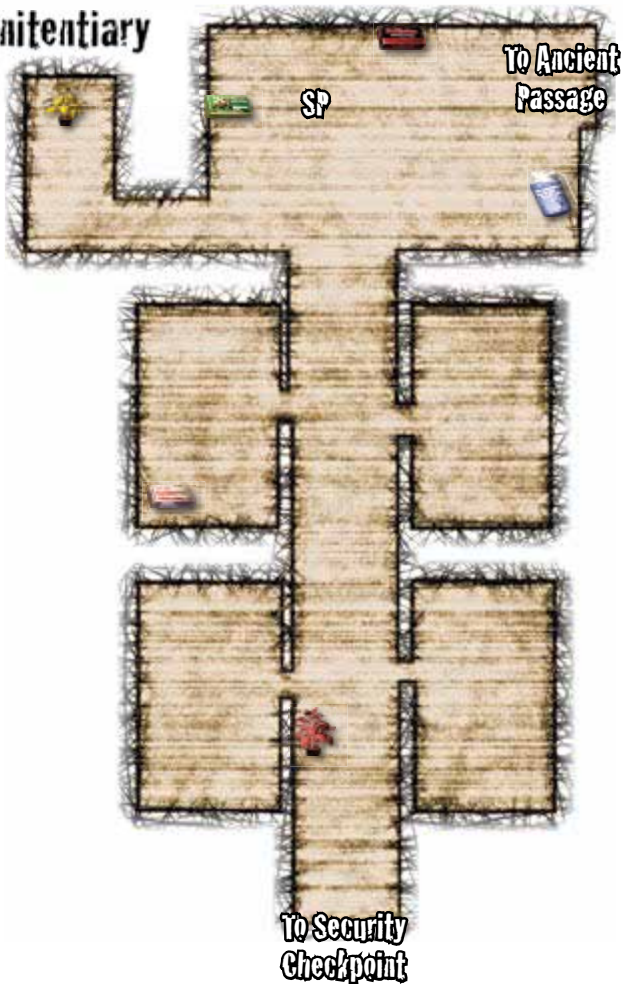


The parasites start to take over Agent Kennedy's mind and he suddenly begins to assault Ada against his own will. Ada is quick to inflict a bit of pain on her attacker, helping Leon regain his senses. The two agree to split up afterward and work alone at completing their individual missions. Continue through the passage afterward and open the sturdy metal door at the far end to reach the next area.



You've found another Pearl Pendant. This is the last treasure you'll find, so be sure to sell it to the merchant when you see him again.

Penitentiary



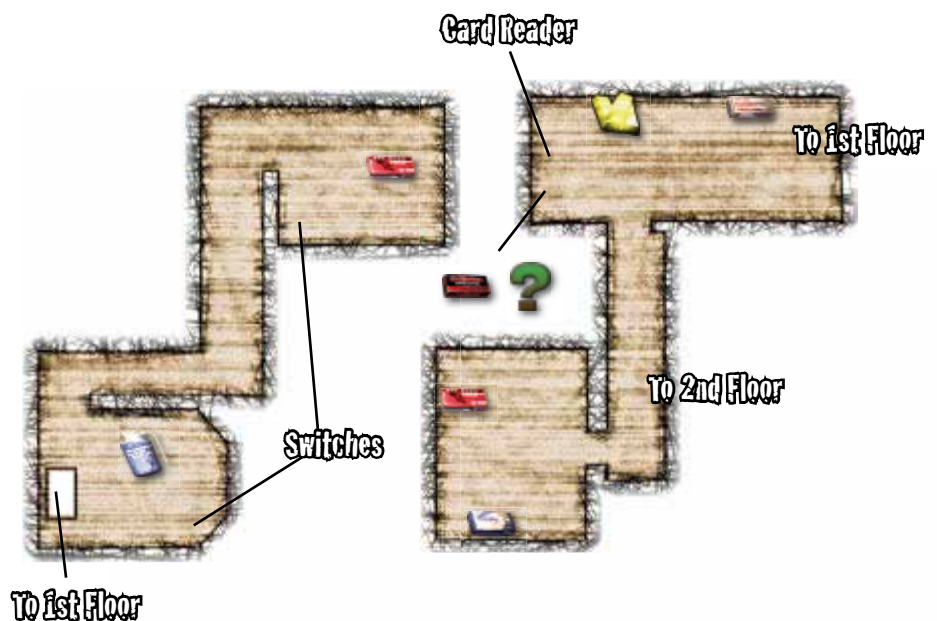
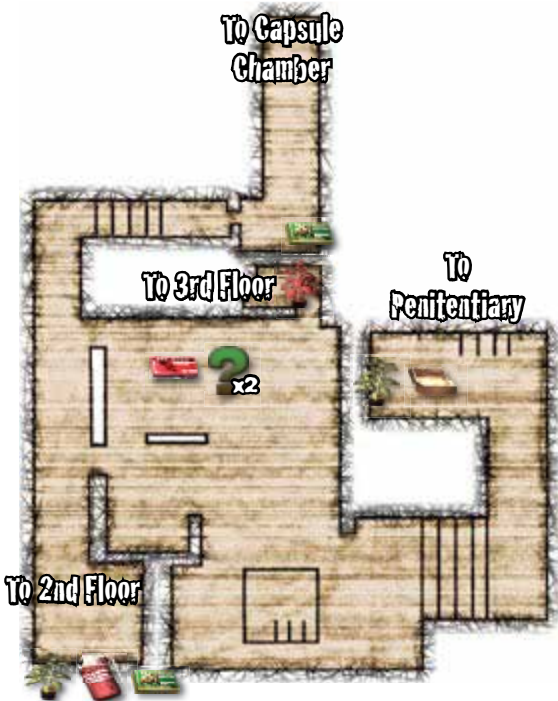
The iron door leads into a revolting prison. Search through the clutter in the entry room to find several handy items, including shotgun and magnum ammo, and a valuable yellow herb from the west storage room. Save your progress at the typewriter on the desk, and then begin exploring the cells down the corridor.



The sound of heavy breathing fills the corridor; a Regenerator lurks in the southeast cell, whose door has been torn

apart. Stay to the right as you move to collect the red herb at the end of the hall, then quickly turn and flee back to the entry room afterward. Combine the infrared scope with the rifle once more and fire on the Regenerator's Plagas. This monster has five parasites—four on its front and one on its back—just like an Iron Maiden. Dispatch the creature and claim the 5,000 pesetas it leaves behind, then vault up the left side of the ruined steps and proceed through the door beyond.

Security Checkpoint



resident evil

Wii edition



Leon has reached a final outdoor security outpost. Collect the green herb close by and smash a wooden box for some

pesetas. Make sure Leon's in good health and his weapons are fully loaded, then proceed down the open-roof corridor to reach a wide flight of steps ahead. Militants have fortified the area beyond the steps with sandbags and are ready to make a final stand against Leon. Open fire on the soldiers behind the sandbags above the steps, switching weapons and retreating into the corridor as necessary.



Work at killing as many militants as possible before climbing the steps. Use the rifle to pick off soldiers on the distant walkways whenever possible. A fearsome commando eventually joins the fight, but it takes him awhile to reach the steps. Keep firing on militants until the commando rounds the corner, then unload on the warrior with grenades, the Striker, or a magnum. Drop the commando fast and collect the 15,000 pesetas he leaves behind, then return your attention to combating militants.

Move up the steps and start exploring the outpost. Dispatch any soldiers you encounter, and watch out for

crossbowmen on the walkways and exploding barrels on the ground. Secure the area, search around for items, and then approach the north door, which Leon finds has been electronically locked. Leon must locate and activate two security switches in the surrounding outpost to disable the lock and proceed. Unfortunately, a nearby guard activates an emergency protocol, locking the switches that control the door. The soldier then runs off with the card key needed to deactivate the emergency system, and a host of militants barge into the area to assault Leon.



Immediately turn around and blast away the soldiers who rush Leon from behind. Keep your back to the door and just fire away with the Striker. One of the militants drops the **Emergency Lock Card Key**, which Leon needs to restore power to the security switches that control the door's locks. Collect the card key as you continue to repel the attacking soldiers.



When things settle down, turn left and run toward a small room. Kick open the metal door to access the room, and then

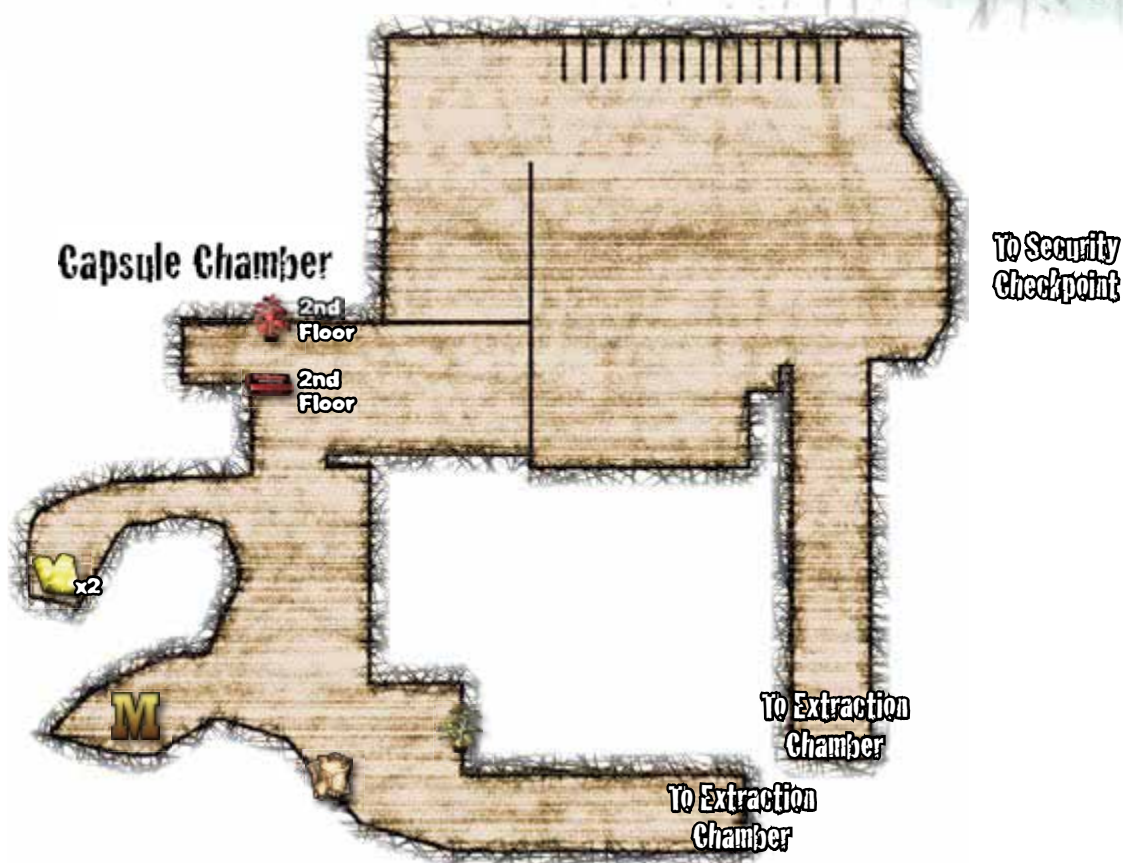
climb up the ladder inside. Use the **Emergency Lock Card Key** on the card reader against the far wall to disable the locks on the two security switches in the area, then exit the room through the doorway and drop to the walkway below.



The lower walkway connects two rooms, and each room houses one of the security switches that control the

locks on the north door. Activate both switches to unlock the door so you may proceed. Make a final check for items before heading onward, and be ready to dispatch the last few militants who guard the passage beyond the door.





The reasoning behind the heightened outdoor security becomes clear when Leon enters the complex

quickly leads Ashley through a nearby doorway. As Saddler stalks after them, Ada fires on a large collection of explosive barrels hanging overhead, causing a violent explosion that cuts Saddler off.



beyond: Ashley is being held in a strange capsule-shaped device in the very next chamber. Saddler takes Leon by surprise when he enters the room, knocking him through the air with the commanding influence of the ever-evolving Las Plagas coursing through the American's veins. Before Saddler can deal the final blow, Ada suddenly appears on a high walkway and opens fire, peppering the vile cult leader with her rapid-fire TMP.

As Saddler staggers backward, Leon takes the opportunity to free Ashley from the capsule. The reunion is short-lived, however; Saddler is miraculously unaffected by the bullets that should have killed him. Knowing that he can't battle Saddler with Las Plagas working against him, Leon



Leon and Ashley arrive at a small outdoor passage. There's no turning back, so search around to find a green herb and two barrels containing gold bars. Collect and read **Luis' Memo 5** as well, which reveals that Las Plagas can be removed from a host's body with a special—and very painful—radiation treatment. Purchase weapon upgrades from the nearby merchant if you wish before proceeding through the door ahead.



resident evil
Wii edition

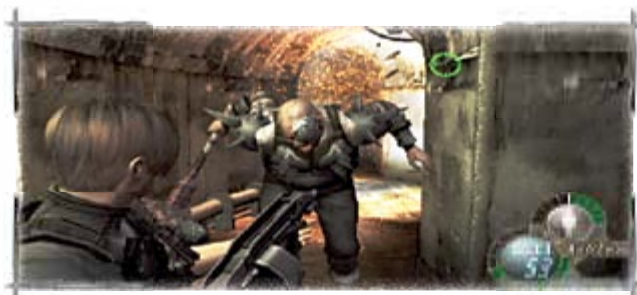
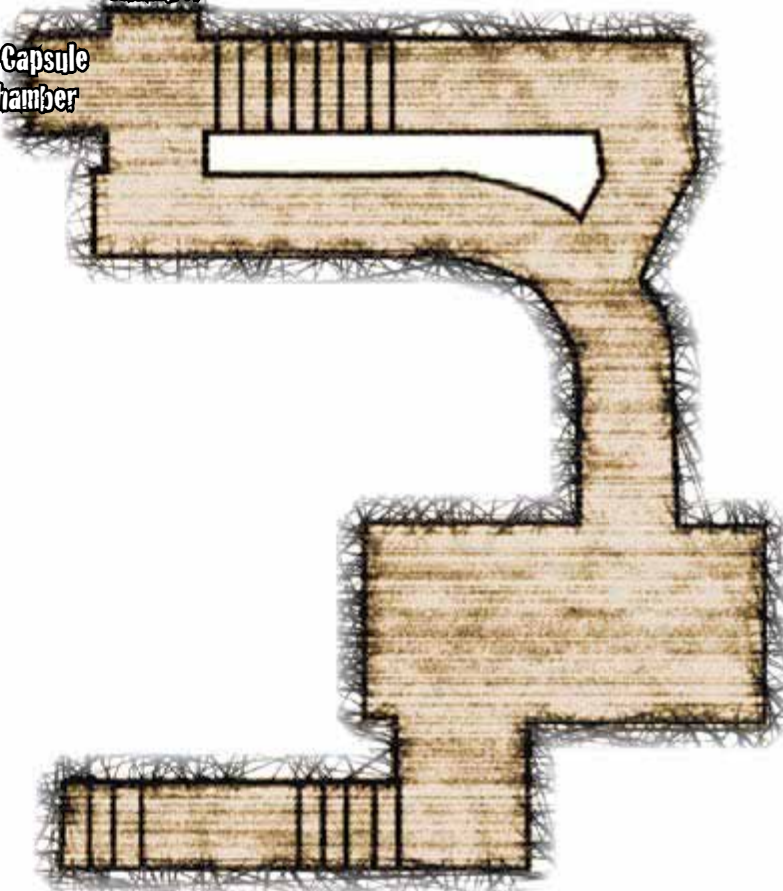
Extraction Chamber

To Construction
Yard



To Capsule
Chamber

To Capsule
Chamber



Order Ashley to wait on the other side of the door and slowly move Leon down the corridor that follows. Two berserkers and a few militants stand in the hall just around the corner. Toss a hand grenade at the men and then quickly switch to the Striker, blasting away any hostiles that move too close. Retreat around the corner if necessary as you work at securing the hall.



Head through the north door after clearing the hallway to return to the previous chamber. Saddler has left by now and you're free to search the room for valuables.



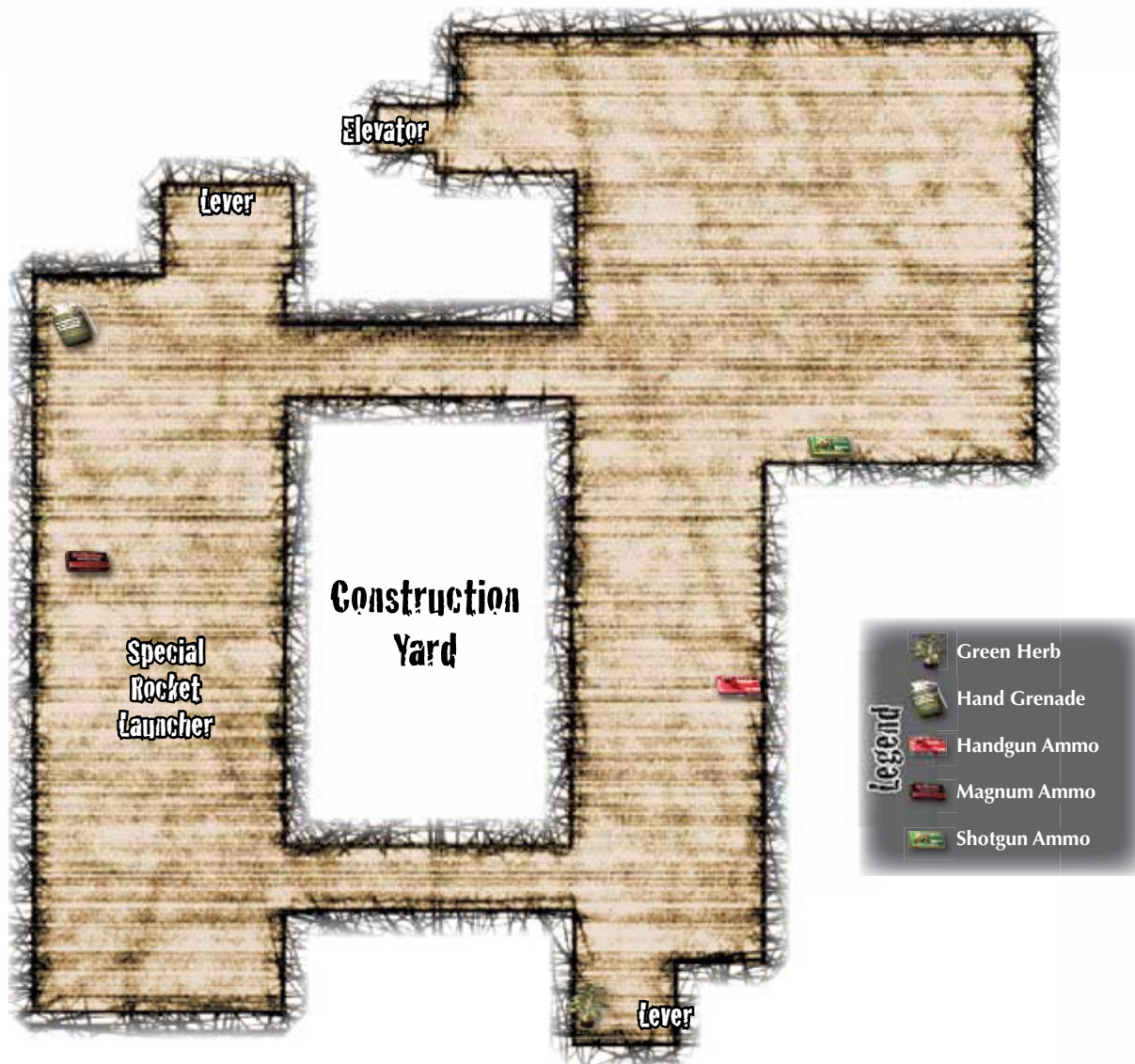
The corridor leads into a small operating room. Leon and Ashley approach the equipment in the center of the room and

realize it's designed to remove Las Plagas from the body. Leon decides to go first in case things don't go as planned. Taking a seat in the odd chair, he gives Ashley the go-ahead to start the procedure.

The pain is beyond intense but the operation works like a charm. The parasite growing inside Leon's body is destroyed by the potent radiation shot through his body. Ashley undergoes the same operation and the two share a long sigh of relief afterward. Now they just have to escape this horrible place.



Final Chapter



Leon and Ashley have finally managed to rid their bodies of Las Plagas parasites, and the threat of them turning into mindless slaves is now over. Search the extraction chamber for valuables, collecting a yellow herb, some shotgun ammo, and a document entitled **Our Mission**. The note reveals Saddler's plans for world domination; he had intended to control Ashley and use the girl to influence her father and help expedite his takeover of the United States. Saddler's plan lies in ruins, but he's still willing to send his army of slaves into America to stir up a panic. The madman must be stopped.

Resident Evil

Wii edition

Step outside the extraction chamber to regroup with the merchant one last time. Smash the surrounding boxes and barrels for items, then speak with the merchant and sell all of the treasures you've accumulated up to this point. Devote every peseta you have to tuning up Leon's weaponry in preparation for the forthcoming battle. When you're ready to go, save your progress at the typewriter near the merchant, and then head downstairs to reach an elevator.

Leon senses grave danger and asks Ashley to wait down below while he rides up and explores the construction yard above. Ashley agrees to stay behind where it's safe. Leon then boards the elevator, riding up to face whatever may lie in wait.



Leon finds Ada hanging from a rope in the middle of the construction site. Before he can act, Saddler approaches and attempts to sway Leon with the power of Las Plagas. The trick doesn't work this time because the parasite no longer exists within Leon's body. With one fluid motion, Leon tosses a knife and cuts Ada's rope, freeing her from captivity.



The knife Leon uses to free Ada is the same one he got from Krauser during their initial confrontation in the large machine room.



No longer amused, Saddler decides the time has finally come to squash Leon like a bug. He suddenly undergoes a

hideous transformation, revealing the true power of Las Plagas. Four giant legs and a massive bladed appendage sprout from Saddler's body, changing the man into some sort of horrific spider-like monstrosity. With an inhuman roar, the Saddler-creature begins stalking toward his prey.



Cult Leader: Osmond Saddler

Saddler has lost all ties to reason and must be killed to dismantle the Las Plagas threat. The monster moves surprisingly fast and its attacks are extremely powerful. Don't bother trying to conserve ammo or recovery items anymore; use everything at your disposal to bring the monster down.

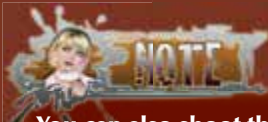
Threat Level
●●●●●



The moment you gain control, take aim at one of the giant eyeballs on Saddler's spider-like legs. Fire at the eyeball until Saddler reels

backward and collapses in agony, revealing the giant eyeball in his central head. Run toward Saddler and then press **A** to make Leon mount the creature and begin carving into its central eye with his knife. Leon dismounts after the gruesome attack; quickly turn and flee, running south down the long ramp.

Cult Leader: Osmond Saddler Continued



You can also shoot the monster's central eye to make it collapse, but it's a hard target to hit.



Many useful items lie around the construction yard. Collect them and use them to your advantage.

Dash directly toward the small platform ahead. Climb up and collect a green herb from the platform, then approach the nearby lever and press **A** to make Leon grab it. Leon then looks over his shoulder, watching Saddler approach. Press **A** a second time to make Leon pull the lever; a crane then swings around, sending a huge pile of steel crashing into the monster. The blow causes Saddler to collapse once more; immediately drop to the ground and run toward the monster so Leon can climb up and deliver another punishing eye gouge.



Run past Saddler as he recovers from the knife assault and turn to face him when you reach the opposite end of the ramp. Fire on one of Saddler's leg eyeballs from range to drop the monster once more, then repeat the knife assault.



The eyeballs on Saddler's legs aren't always open. If you can't line up a shot, fire on the nearby explosive barrel when Saddler draws near to drop him instead.



Saddler may hurl large chunks of equipment at Leon from afar. Shake the Wii Remote when called upon to make Leon dodge.

Look to cross to the opposite side of the area after delivering the third knife attack. Leon must cross one



of two walkways to get there, and the walkways rise and lower at timed intervals. The stoplights near the walkways let you know whether they're up or down; cross over as soon as you can.



The walkways don't stay raised for long. Shake the Wii Remote if one collapses beneath Leon to make him leap across to safety.

Saddler soon leaps across the area in pursuit. Another platform at the north end of the parallel ramp sports another crane lever. When Saddler approaches, climb up and pull the lever to nail the monster with another pile of steel girders, then quickly drop down to deliver another knife assault.



You can't use the cranes to harm Saddler anymore, so keep moving and target his eyeballs to bring him down. Try to use the explosive barrels to your advantage as well. Keep dropping Saddler and stabbing his central eye to inflict damage, then put some distance between him and Leon after each assault.



Once Leon has inflicted enough damage, Ada appears and tosses a special brand of rocket launcher onto the west platform. Hurry over and collect the rocket launcher as soon as you can. Once you've got it, use a handgun or the TMP to drop the monster from range one last time, then take careful aim and blast its central eye with the special rocket launcher that Ada provided. This final attack is enough to destroy Osmond Saddler once and for all.

Resident Evil

Wii edition

The Aftermath

After dealing the final blow, Leon rushes to collect the Plaga sample from Saddler's corpse. Ada suddenly appears behind

Leon and presses a gun to his head, demanding the sample. Surprised, Leon hands her the syringe without a fight. Ada then rushes off, leaping into a helicopter that was waiting for her. With a push of a button, Ada arms a vast number of explosives placed all about the island; Leon has only three minutes to escape before the whole place blows.

Not wanting Leon to suffer the same fate as Saddler, Ada tosses him a **Jet-Ski Key** and then flies off with a wave.

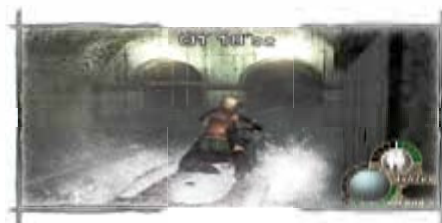
Collect the 100,000 pesetas Saddler left behind and then run directly toward the north elevator, using it to return to the base of the construction yard.



Why grab the cash if the adventure's nearly over? You'll soon find out!



the hand and quickly leads her into a nearby tunnel. Run onward when you regain control, dropping from a ledge in the tunnel and then stopping to catch Ashley afterward. Continue through the passage until you come to an underground cavern where a jet-ski is parked. It looks like Ada thought of everything.



You're making good time if there's still more than a minute on the clock. Use the **Jet-Ski Key** to start the watercraft and

tear off into the tunnel ahead. What follows is a frantic dash toward freedom; steer the jet-ski right and left to avoid crashing into obstacles. Press to speed up and to slow down. The way is long and you don't have much time, so go as fast as you can.

Steer right, left, and then right again quickly to dodge the first set of obstacles. Leon and Ashley then launch

off a huge jump and explosions start going off; the island begins to crumble all around them. A massive wave soon approaches from behind; press to accelerate and stay ahead of the wave.



Avoid stalagmites and falling debris as you speed ever onward. Try to stay toward the middle of the passage if you

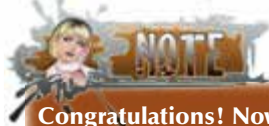
can. Rubbing against the walls won't cause you to crash, so steer as sharply as you please. Dodge to the right twice to avoid explosions and falling boulders. Steer left and then right afterward to launch off of flat rocks and avoid crashing into stalagmites. Lean right and then left to pass between two collections of stalagmites beyond, and keep to the left afterward to avoid a falling boulder. Steer sharply to the right past the boulder to dodge the next two that fall to the left, then speed onward to freedom.





Leon and Ashley come barreling out of the tunnel just seconds before the whole island goes up in a tremendous

explosion. Ashley gives Leon a scare when she tumbles overboard, but he quickly lifts her back up. Ashley probes Leon about Ada and asks the chances of them doing some "overtime" when they return to the States. Leon politely declines and the two motor off into the sunset.



Congratulations! Now that you've beaten the game, a great selection of bonus content and additional play modes have become unlocked. Enjoy the ending credits and pay close attention to the murals shown in the background, which depict the terrible downfall of Pueblo. Listen to an interesting communication between Leon and Hunnigan afterward and then review your end-of-game statistics. When you're ready to learn all about the game's bonus content, flip to the final chapter of this guide for complete details.



Resident Evil Wii edition

Secrets and Extras

Welcome to the best part of the guide. Here we fully disclose all bonus game modes, hidden weapons, and special costumes you can unlock. Most of these come from beating the game, so you might want to do that first before reading any further. Enjoy!

Beating the Game

You unlock an assortment of bonus content once you've helped Agent Kennedy accomplish his mission by clearing the main story mode. Here's a quick rundown of what becomes unlocked at that point (the sections that follow go into greater detail on these topics):

Alternate Title Screen: View a brand-new title screen with a panoramic view of Pueblo. Nice!

Movie Browser: Relive all of Leon's past cinematic run-ins with friends and fiends alike.

Round Two: Play through Leon's adventure a second time. You start with all of the items and gear Leon had in his attaché case at the end of your initial playthrough, and you can purchase powerful new bonus weapons from the merchant. Special character costumes are available as well!

Professional: Revisit Leon's ordeal on a higher difficulty setting. Enemies exhibit greater intelligence and are tougher to kill. You can play with special costumes but no bonus weapons at first. Beat professional mode to unlock a special bonus weapon!

Mercenaries: In this high-octane mode, play as Leon or one of four unlockable characters, and score as high as you can across four unique battlegrounds. Each stage is modeled off of locals visited during the main game. Blast away mobs of underlings such as Ganados and militants, linking kill combos for massive scores!

Assignment Ada: Explore a short mission in which you play as Ada Wong. Storm Saddler's island complex and retrieve five Las Plagas samples, then make good your escape. Beat this mode to unlock bonus content for Separate Ways!

Separate Ways: Relive a variety of scenarios from the main game through the eyes of Ada Wong. This mode ties up several loose ends in the plot and gives you a new perspective on Ada's involvement. Clear Separate Ways to unlock even more bonus content!

Alternate Title Screen

One of the first things you're treated to after beating the game is a new and improved title screen. Rather

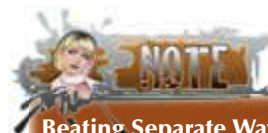
than showing a static image, the title screen now shows a panoramic view of the Pueblo area.



Movie Browser



Completing *Resident Evil 4* earns you a free pass to the movies—the ones featured in the game, that is. Visit the movie browser via the main menu and relive every hair-raising cinematic you were treated to over the course of the game.



Beating Separate Ways mode unlocks additional movies within the Movie Browser.

Round Two and Professional Mode

Even after you complete *RE4*'s main story mode, the nightmare is far from over; you can revisit Leon's epic quest in one of two ways. **Professional** mode lets you play through from the start of the game on an advanced difficulty setting, where hostiles Leon encounters are even more aggressive than before and far more difficult to kill. Or try **Round Two**, in which you play through the normal-difficulty adventure, this time starting with all of the weapons, items, upgrades, and pesetas you had at the end of your initial playthrough. Whoa!

Special Costumes

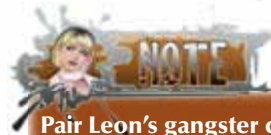
Choose to play either Round Two or Professional mode and you have the option of using **special costumes**

before the game begins. Accept this offer to spice things up and view Leon in his classic Raccoon Police Department uniform. When Leon rescues Ashley from captivity, he discovers her all dressed up in “pop superstar” attire. And whenever Ada Wong drops by to say hello, she now sports a tight black outfit—the same one she wears during her “Assignment Ada” side quest.



But wait, there’s more: clear Separate Ways mode to unlock an entirely new wardrobe set for Leon and Ashley.

Leon dons a classic gangster suit, complete with fedora, while Ashley wears a suit of full plate armor. This costume set may look a bit silly, but it has significant advantages: Ashley is impervious to attacks in her shiny metal suit and is also too heavy for hostiles to lift up and carry away. Unfortunately, she’s a bit too heavy for Leon as well; each time he catches her from a drop, the poor guy strains his back!



Pair Leon’s gangster costume with the unlockable Chicago Typewriter weapon for the ultimate mafia look. In this getup, try reloading the Chicago Typewriter a few times and see a special reaction from Leon!



Bonus Weapons

Playing Round Two is not only fun, it’s also worthwhile: the merchant now offers special advanced weaponry

that’s sure to brighten your day. You can buy many of these new weapons from the merchant from the very start of a Round Two game, well before Leon’s first encounter with the traveling salesman in Ganado Gorge. Furthermore, the merchant offers his full array of weaponry and tune ups each time you visit him in Round Two, so you don’t have to reach the later stages of the game to finish upgrading weapons you weren’t able to max out during your initial run.



Resident Evil Wii Edition

NOTE
No bonus weaponry is available in Professional mode on your initial playthrough, but once you clear Professional mode, you may play a Professional Round Two game and enjoy the new weapons.

Chicago Typewriter



Size: 7x3

Base Cost: 1,000,000

(main game)/300,000 (Separate Ways)

How to Unlock: Beat Separate Ways (unlocks in main game)/Beat Assignment Ada and Separate Ways (unlocks in Separate Ways)

The Chicago Typewriter is perhaps the most powerful, versatile, and awesomely ultimate weapon in *Resident Evil 4*. Though old-school in appearance, this classic machine gun boasts the firepower of an upgraded rifle with the blistering firing speed of a TMP. Oh, and it never runs out of ammo or needs to be reloaded....Yeah, we know!

Beat Separate Ways mode to make the Chicago Typewriter available for purchase in any Round Two game. Clear Assignment Ada and Separate Ways, then play through Separate Ways a second time to find that the merchant offers the Chicago Typewriter to Ada there as well. This weapon takes up quite a lot of space in the attaché case, but let's face it: you'll rarely use anything else.

Handcannon



Size: 4x2

Base Cost: Free!

How to Unlock: Earn a five-star ranking on all four Mercenaries stages with all five characters

Battling to earn a five-star ranking on all four Mercenaries stages is certainly intense, and doing so with all five characters is a true test of one's skill. This is the only way to unlock the burly Handcannon: a magnum-like pistol that uses a unique brand of ammo. While nothing about the Handcannon is very noteworthy at first, upgrading the weapon to its full potential reveals a hidden might: the Handcannon becomes the most powerful weapon

in the game next to rocket launchers, and it runs off an infinite supply of ammo, to boot. This is fortunate, because Handcannon ammo is extremely rare; purchase clip capacity upgrades just to keep the weapon viable until you can finally purchase its Exclusive upgrade.



There are no firing speed upgrades for the Handcannon. Speed isn't really a factor when you're packing this kind of punch!

Firepower Upgrades

Level	Damage	Cost	First Chance to Upgrade
Lv.1	30	N/A	N/A
Lv.2	35	40,000	During replay
Lv.3	40	50,000	During replay
Lv.4	45	70,000	During replay
Lv.5	50	90,000	During replay
Lv.6	60	120,000	During replay
Exclusive	99.9	200,000	During replay

Firing Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	1.17	N/A	N/A

Reload Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	3.67	N/A	N/A
Lv.2	2.87	25,000	During replay
Lv.3	1.83	50,000	During replay

Clip Capacity Upgrades

Level	Shots	Cost	First Chance to Upgrade
Lv.1	3	N/A	N/A
Lv.2	4	15,000	During replay
Lv.3	5	20,000	During replay
Lv.4	6	25,000	During replay
Lv.5	8	35,000	During replay
Lv.6	10	50,000	During replay
Exclusive	Infinite	200,000	During replay

Infinite Launcher



Size: 8x2

Base Cost: 1,000,000

How to Unlock: Beat the normal story mode

What's better than a rocket launcher, you ask? How about one that never runs out of rockets? The infinite launcher is sold from the very start of any Round Two game. The price tag is high at 1,000,000 pesetas, but when you think of all the good times you'll have with this ultimate tool of mayhem, that's a bargain at twice the price.



With the infinite launcher, it's possible to earn a 100 percent hit rating on every chapter of the game. Shoot any enemy just once with a standard weapon such as a handgun, then use the infinite launcher to defeat everything else that gets in your way. The game doesn't count rockets fired from the infinite launcher in the end-of-chapter hit total, so you'll always finish with a perfect 100 percent rating!

Matilda



Size: 5x2

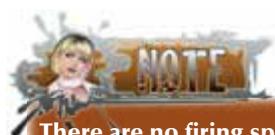
Base Cost: 70,000

How to Unlock: Beat the normal story mode

Like the infinite launcher, this bonus weapon is available from the very start of any Round Two adventure. The Matilda is a rapid-fire handgun similar in many ways to the TMP. While its individual rounds don't pack much punch, this firearm discharges three shots in quick succession, peppering enemies for fast cumulative damage. The Matilda can be lots of fun, but it isn't quite as impressive as other weapons in its class, especially when you consider the crazy amount of handgun ammo it consumes. This drawback can be counteracted by the weapon's Exclusive upgrade though, which beefs its ammo capacity up to 100 shots just like the Striker. If you're a rapid-fire fanatic, the Matilda was made just for you.



Like the TMP, you can quickly tap **A** to fire just one or two bullets from the Matilda. This is a good way to conserve ammo, but it kind of defeats the purpose of the weapon.



There are no firing speed upgrades for the Matilda. It's fast enough as is!

Firepower Upgrades

Level	Damage	Cost	First Chance to Upgrade
Lv.1	1.5	N/A	N/A
Lv.2	1.7	15,000	During replay
Lv.3	1.9	17,000	During replay
Lv.4	2.1	20,000	During replay
Lv.5	2.3	25,000	During replay
Lv.6	2.5	35,000	During replay

Firing Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	0.47	N/A	N/A

Reload Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	1.73	N/A	N/A
Lv.2	1.47	6,000	During replay
Lv.3	0.87	15,000	During replay

Clip Capacity Upgrades

Level	Shots	Cost	First Chance to Upgrade
Lv.1	15	N/A	N/A
Lv.2	18	7,000	During replay
Lv.3	21	10,000	During replay
Lv.4	24	12,000	During replay
Lv.5	27	16,000	During replay
Lv.6	30	20,000	During replay
Exclusive	100	35,000	During replay

P.R.L. 412



Size: 7x3

Base Cost: Free!

How to Unlock: Beat Professional mode

Beating the game on Professional mode sure isn't easy, but at least you're well rewarded. Clear Professional mode to unlock the mighty P.R.L. 412, which is free to purchase from the merchant during any Round Two game. This "Plaga Removal Laser" does just what its name implies: it's absolutely lethal against most hostiles infected with Las Plagas. As a bonus, the bright flash of light given off by the laser blasts temporarily stuns nearby enemies just like a compact flash grenade.

Hold down the attack button to charge up a powerful blast that penetrates multiple inline targets just like a rifle. This charged shot takes time to rev up, but it kills practically anything it hits, including many powerful boss creatures. Zap!

The Mercenaries



Clear the main story mode to unlock this frantic arena-style battle mode. In The Mercenaries, you play as

Leon or one of four other unlockable characters, striving to score as high as possible in each of the four available stages. Points are awarded each time you kill a hostile, and huge bonuses are dished out when you string together long kill combos. Time is limited and the minions just keep coming; tear through as many as you can, as fast as you can, and score big to unlock new stuff!

Points and Combos

The secret to earning huge points in The Mercenaries lies in stringing together long kill combos. The more enemies you kill in quick succession, the longer your combo becomes. If approximately 10 seconds pass without you killing anything, your combo is broken and bonus points are awarded based on the number of kills you've achieved. Lay waste to Saddler's goons and don't let your combo break to earn massive amounts of bonus points!

Bonus Time is another means of adding weight to your point total. Collecting one of these golden hourglasses

gives you 30 seconds of special time in which every kill you make is worth far more points than usual. We've listed each Bonus Time pickup on the following Mercenaries stage maps; check them out to find the locations of every one.

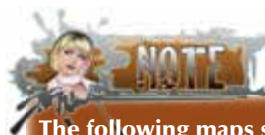


On the Clock

Time is always against you in The Mercenaries: you begin each stage with a set amount of time in which to kill as many hostiles as you can. Time also plays against you in kill combos; you can't go more than a handful of seconds between kills or your combo is broken and must be started over from scratch. It's therefore important to make the most of every second.



When you're down to 30 seconds on the clock, you hear the distinct sound of an inbound helicopter. This sound means your mercenary's evac chopper is en route to carry you away. Fortunately, playtime can be extended by seeking out blue hourglasses called **Time Extensions**, which add precious seconds to the clock. Each Time Extension you find adds a set number of seconds; some are worth only 30 seconds, while others add as many as 90. Collecting Time Extensions is the key to achieving high scores; you need time to string together lots of kill combos.



The following maps show the locations of every Time Extension power-up, along with the number of extra seconds each one provides.

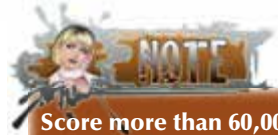
Basic Strategy

Generally, you want to alternate between standing still and blasting hostiles, and running around the environment to collect items and power-ups. It's usually best to start moving from the get-go, looking to collect three important types of items: Time Extensions, ammo, and restoratives. Together, these items give you the time and firepower you need to blast away the swarming hostiles, along with curatives to help keep your merc in good shape.

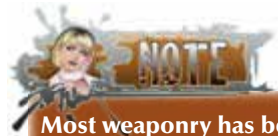
Once you've nabbed enough ammo and have plenty of time to work with, find a good place to hole up and let the minions come to you. Work at stringing together kill combos now, switching weapons as necessary and striving to keep your combo going. Shred through enemies until you start running low on time or ammo, then run to find more power-ups. As you become more familiar with each stage, you'll learn search patterns that work best for you.

Characters

At first, only Leon is available to use in The Mercenaries. You can unlock hidden characters though by earning a four-star ranking on each stage. Every stage has a character you can unlock; score 30,000 points or more on each stage to earn the requisite ranking and unlock a new merc.



Score more than 60,000 points on a stage to earn a five-star ranking. Do this with all five characters across all four Mercenaries stages to unlock the mighty Handcannon in the normal story mode!



Most weaponry has been tuned up to some degree. Examine each firearm in the attaché case to see how they've been improved.

Leon Scott Kennedy



Strengths: Well-rounded nature; shotgun

Weaknesses: Lack of grenades; no "mega-firepower"

How to Unlock: Available from the start

Leon's a good merc to start out with. His abilities should be very familiar, because you've spent hours with him in the main story mode. He retains his trademark roundhouse kick, which is still a great way to conserve ammo and keep enemies at bay. Leon also comes equipped with the Blacktail handgun and a beefed-up Riot Gun, which serve him well in just about every scenario. Use the Riot Gun as often as possible; it's Leon's most powerful weapon and helps keep the kills piling up. Switch to the Blacktail to pick off more distant foes when defending a position or when striving to keep a kill combo going.

Leon doesn't have access to grenades or super-powerful weaponry such as magnums, so his options are somewhat limited. You must look for ways to use his Riot Gun to the utmost advantage. If you've been using Leon and are struggling on a certain stage, try using a different merc with a bit more firepower.

Ada Wong



Strengths: Speed; rapid-fire weaponry

Weaknesses: No shotgun

How to Unlock: Earn a four-star rating (30,000 points) on the Pueblo stage

Ada's significantly faster than other mercs. This allows her to outmaneuver hostiles, running about to quickly collect items and power-ups. She carries a Punisher handgun, a rapid-fire TMP, a semi-auto rifle with scope, and three incendiary grenades. The TMP is her bread and butter; use it along with incendiary grenades to shred through large groups of hostiles, picking off stragglers with the Punisher or rifle.

Without access to a shotgun, Ada must use her exceptional mobility to seek out advantageous positions where she can fire on hostiles without fear of being overwhelmed. If she's low on TMP ammo and enemies are swarming in, pop one in the face and deliver one of her trademark fan kicks, then get out of there and find some more ammo. Employ her Punisher or rifle when faced with shield-carrying hostiles; these weapons feature incredible penetration and will punch right through their shields.



Jack Krauser

Strengths: Powerful; vicious arm attacks

Weaknesses: Slow; no shotgun

How to Unlock: Earn a four-star rating (30,000 points) on the Castle Ramparts stage

resident evil

Wii edition

Krauser was a pain to Leon in the original story, but now you can turn his undying rage against Saddler's legions in The Mercenaries. Krauser carries a special crossbow of his own design, which is extremely powerful. Think of his bow as a slow-firing magnum; it features incredible enemy knock-back, and one shot is usually all it takes to kill an underling. The bow is also handy against more powerful adversaries, such as the commandos faced in the Militant Base stage.

After he kills a few hostiles, Krauser's left arm begins to glow red. Press **+** to transform his arm into a massive blade-like appendage, then press **A** to unleash a devastating blow or **B** to cancel the attack. When you press **A**, Krauser lashes outward with his left arm to decimate everything in his path. Use this ability when enemies swarm in or when faced with a fearsome opponent.

Krauser's knife attacks are a bit more powerful than Leon's and his knife can dispatch enemies quite effectively once you get the hang of it. Back into a corner and slash repeatedly, carving into the swarming hostiles' legs to bring them down. His kicks are devastating as well; when ammo is low, toss a flash grenade into a group of minions, then run around to kick the heads off of each one.

Unfortunately, Krauser has no shotgun and isn't well suited to running around an environment. Expect him to take some damage when moving from one camping spot to the next. Hole up for as long as possible and move decisively when you're forced to move on.

HUNK



Strengths: Simplicity; TMP; grenades

Weaknesses: Lack of attack options; no knife

How to Unlock: Earn a four-star rating (30,000 points) on the Militant Base stage

HUNK was formerly an agent of the Umbrella corporation. Now he blasts through Saddler's mindless minions in The Mercenaries! Though his TMP is his only firearm, it's a fantastically versatile weapon. Be careful to conserve its ammo make sure its clip never runs dry. Use the TMP to pick off individual enemies, tossing grenades to obliterate larger groups of foes.

HUNK doesn't wield a knife and can't kick enemies away. Instead, after stunning enemies with headshots, HUNK can move close and snap their necks for instant kills. Use this powerful ability in conjunction with HUNK's special TMP to conserve ammo and rack up the kills.

Albert Wesker



Strengths: Killer7; grenades; super punch

Weaknesses: No shotgun; no knife

How to Unlock: Earn a four-star rating (30,000 points) on the Marina stage.

Compared to other mercs, Wesker brings far more firepower to bear against Saddler's forces in The Mercenaries. He sports a silenced handgun that's been fully upgraded to increase the chances of critical headshots. Stand back and pelt each hostile's head for fast kills. Wesker also carries a Killer7 magnum and an assortment of grenades to help take down more powerful adversaries and annihilate groups of foes.

After stunning a hostile with a non-critical headshot, Wesker can unleash a furious punch that smashes away all nearby foes for extreme damage. This is a fantastic way to deal with swarming goons when grenades aren't an option.

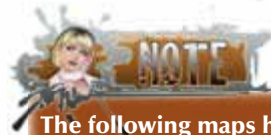


Stages



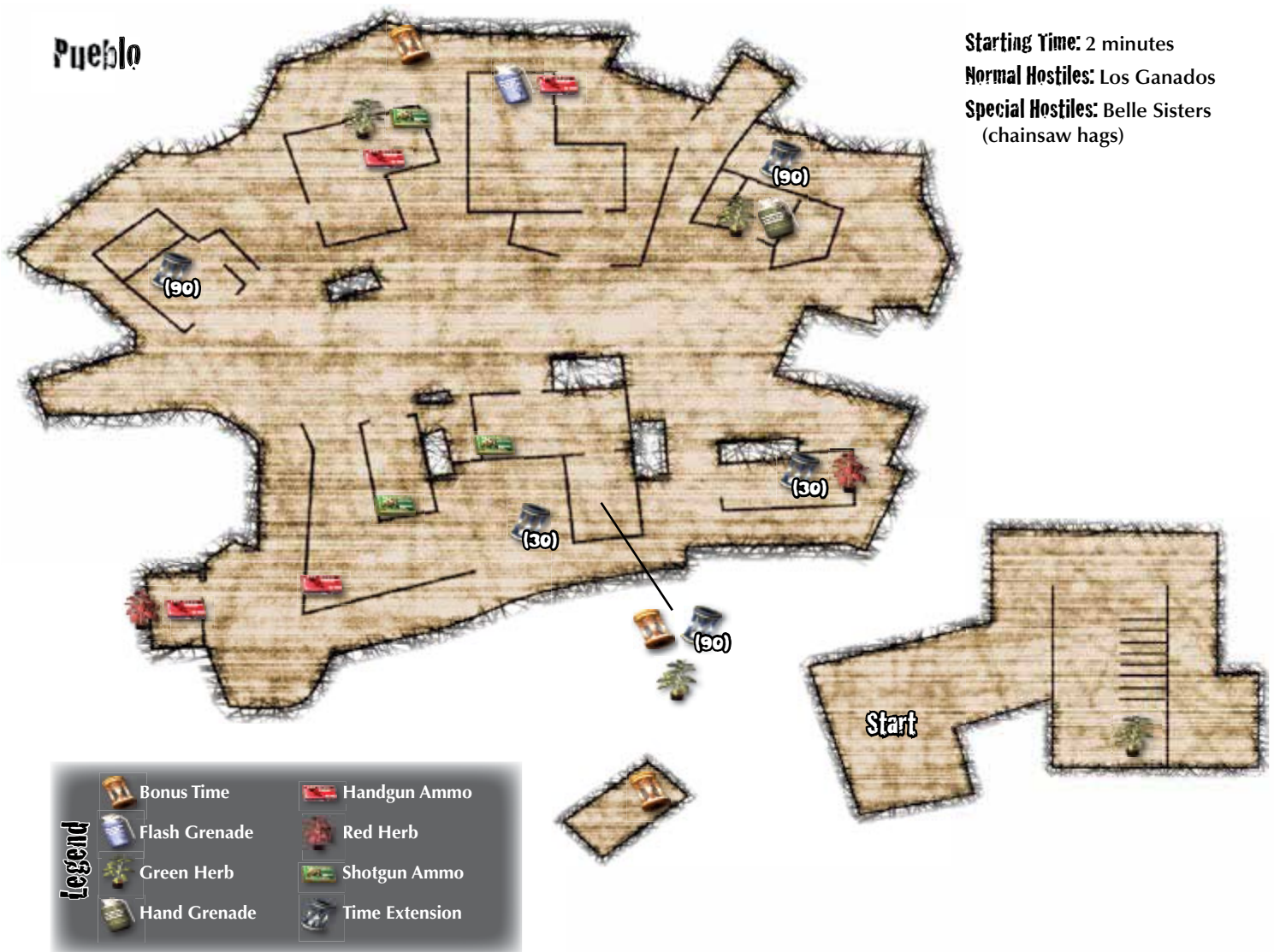
Here we detail each of the four Mercenaries stages, providing a fully labeled map and general overviews for each one. You'll

find the maps to be invaluable resources; use them to learn the locations of Time Extension and Bonus Time power-ups, along with handy pickups such as ammo and curatives. Put this information to good use and develop strategies that best suit your own particular style of destruction.



The following maps have been labeled with items according to how they appear when playing as Leon. You may find different ammo pickups than what's listed on the maps when playing with other characters. Still, the maps are useful as a guideline for other mercs, as the placement of items doesn't change.

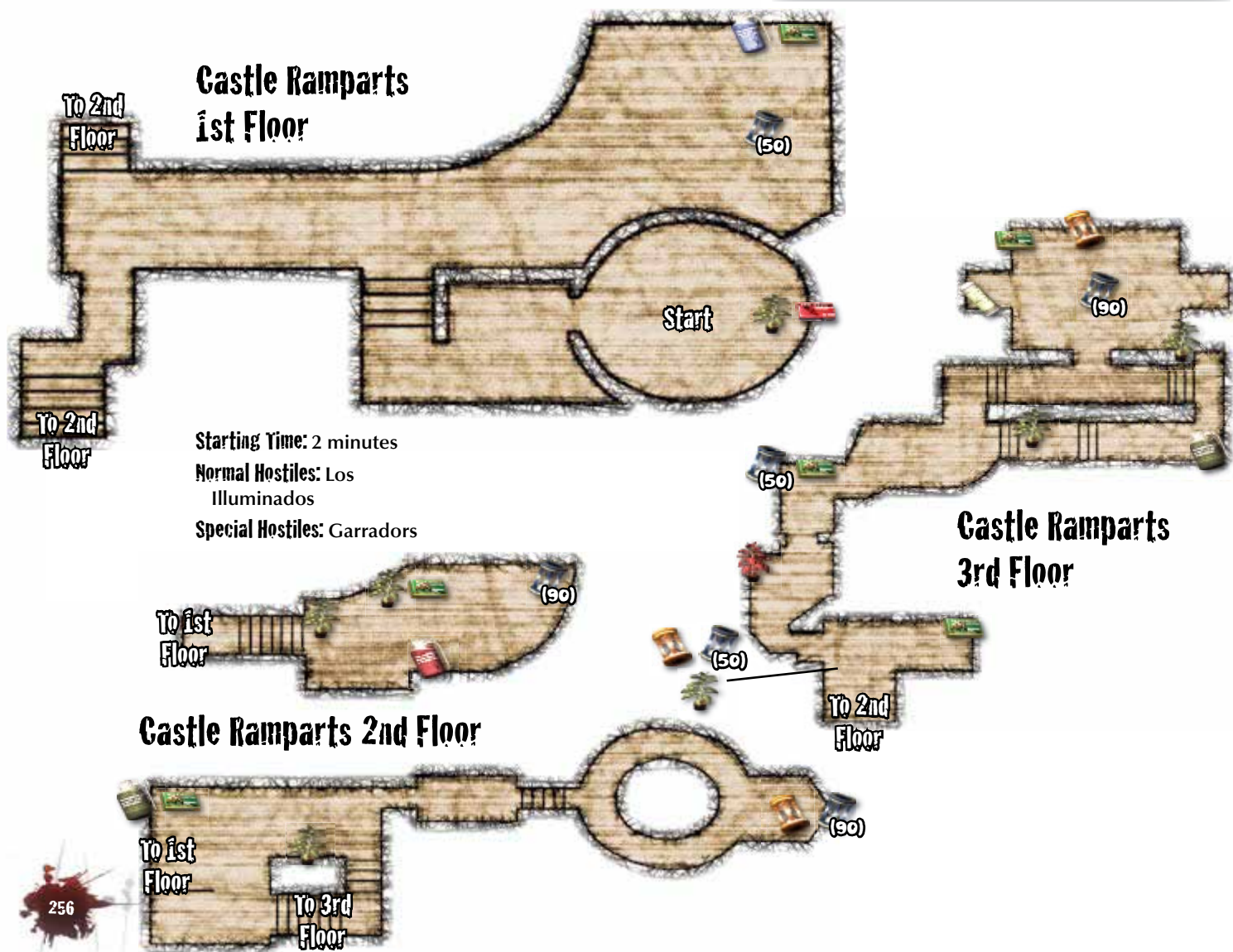
Pueblo



Starting Time: 2 minutes
Normal Hostiles: Los Ganados
Special Hostiles: Belle Sisters (chainsaw hags)

You begin on the northern building's rooftop. From here, you can see Ganados milling about the thoroughfare below. You could open fire from this vantage, but it's not the best place to make a stand. Jump through the nearby window to access the second floor of the two-story building to the left, where you find a green herb.

Another option is to head downstairs and raid the two-story house's ground floor for items, then jump through the window to reach a back alley. You won't draw too much heat with this approach, allowing you to raid the nearby house to the west for even more pickups. After that, continue west and enter the nearby barn, which you couldn't access before. The barn is a great place to hole up; climb the ladder to reach the loft, then fire away at the hostiles that swarm below. When you feel the urge to move on, fire on the explosive barrel to wipe out the teeming villagers, then drop down and dash toward your next destination.



Secrets and Extras

The Mercenaries

In this unique stage, your merc starts off at the base of a section of Salazar's castle and must move upward in search of Time Extensions and ammo. This environment is loosely modeled off the Castle Ramparts area you visited during the main game, but the structural changes are significant enough that it won't seem familiar. Los Illuminados attack you here, and some of them carry shields. Be wary of worm-like Las Plagas erupting from the heads of these minions.



Use shotguns, explosives, rifles, or Ada's Punisher handgun to punch through the cultists' shields.

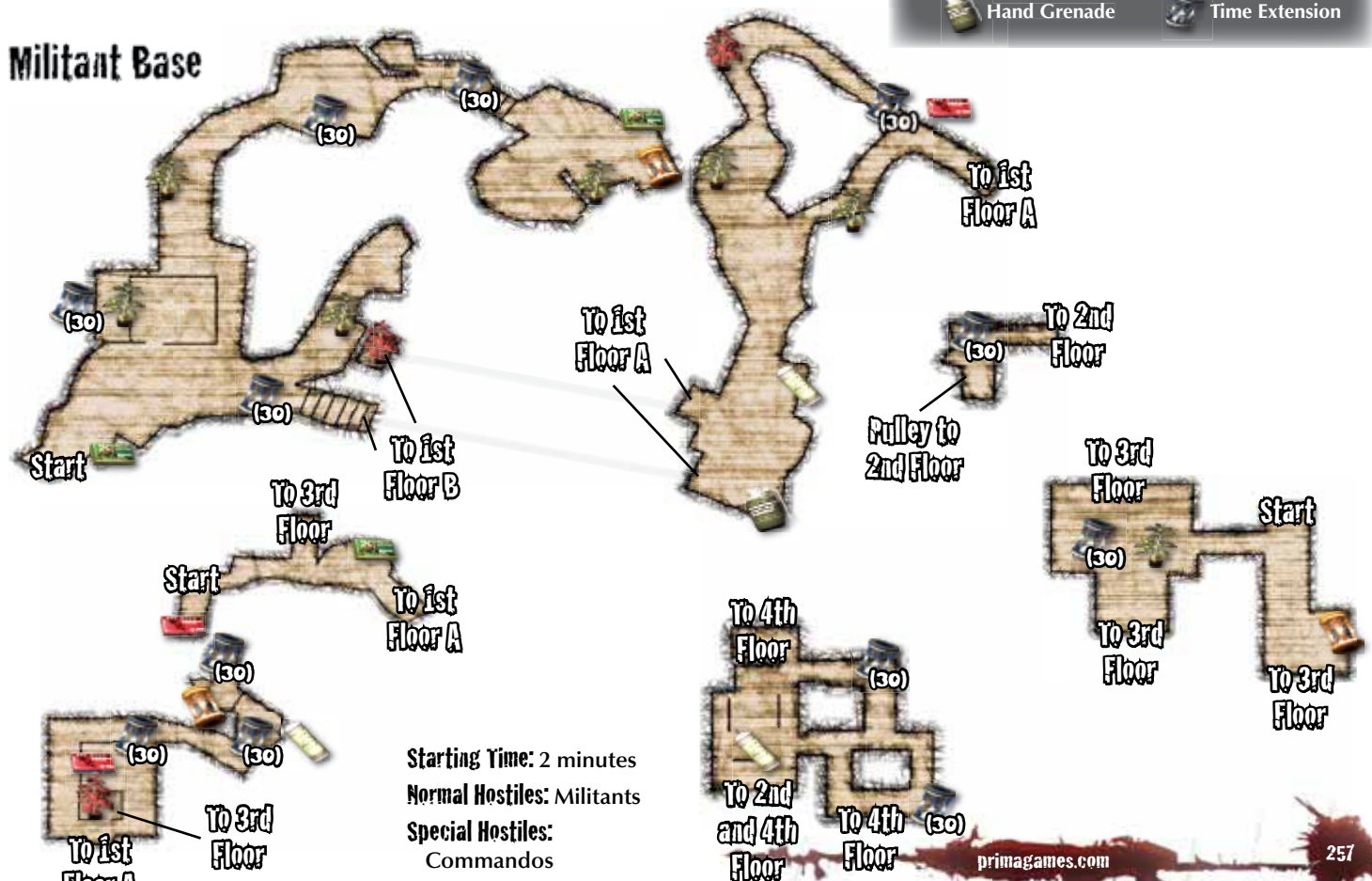
Smash the barrels behind your merc in the starting tower and then dash outside. Move upstairs and turn right to locate a 50-second Time Extension and some ammo. Make a brief stand here against the swarming zealots until the onslaught subsides, then rush forward and head up the stairs to the right to find another Time Extension in the open ground above. Again, make a brief stand there until you catch a break, then backtrack downstairs and run up the opposite flight of steps ahead, blasting away any Illuminados you encounter en route.

Smash barrels for items at the landing atop the stairs and then proceed through the east doorway to head outside. Cross the walkway and rush around the circular rampart ahead, then take cover in the tiny alcove to the east, where you find another 90-second Time Extension. You should have lots of time to play with now; stand your ground in the alcove and unleash hell on the cultists who engage you. Keep your combo going at all costs, even if you have to step outside for a moment to pick off a distant foe. Depending on your score, Garradors may start to assault you at this point as well. You don't have time to dance with these dangerous enemies; use your most powerful weaponry to quickly dispatch them instead.

When time starts to run out, escape the alcove and return to the stairwell, then continue moving upstairs. Grab the 50-second Time Extension and Bonus Time from the next landing above. You're on the stage's highest level now; run about the outdoor paths, collecting ammo and power-ups as you go. Find a corner to defend once you've built up more time and ammo, and unload on your foes.

legend		Bonus Time		Handgun Ammo
		First Aid Spray		Red Herb
		Green Herb		Shotgun Ammo
		Hand Grenade		Time Extension

Militant Base



primagames.com

Resident Evil

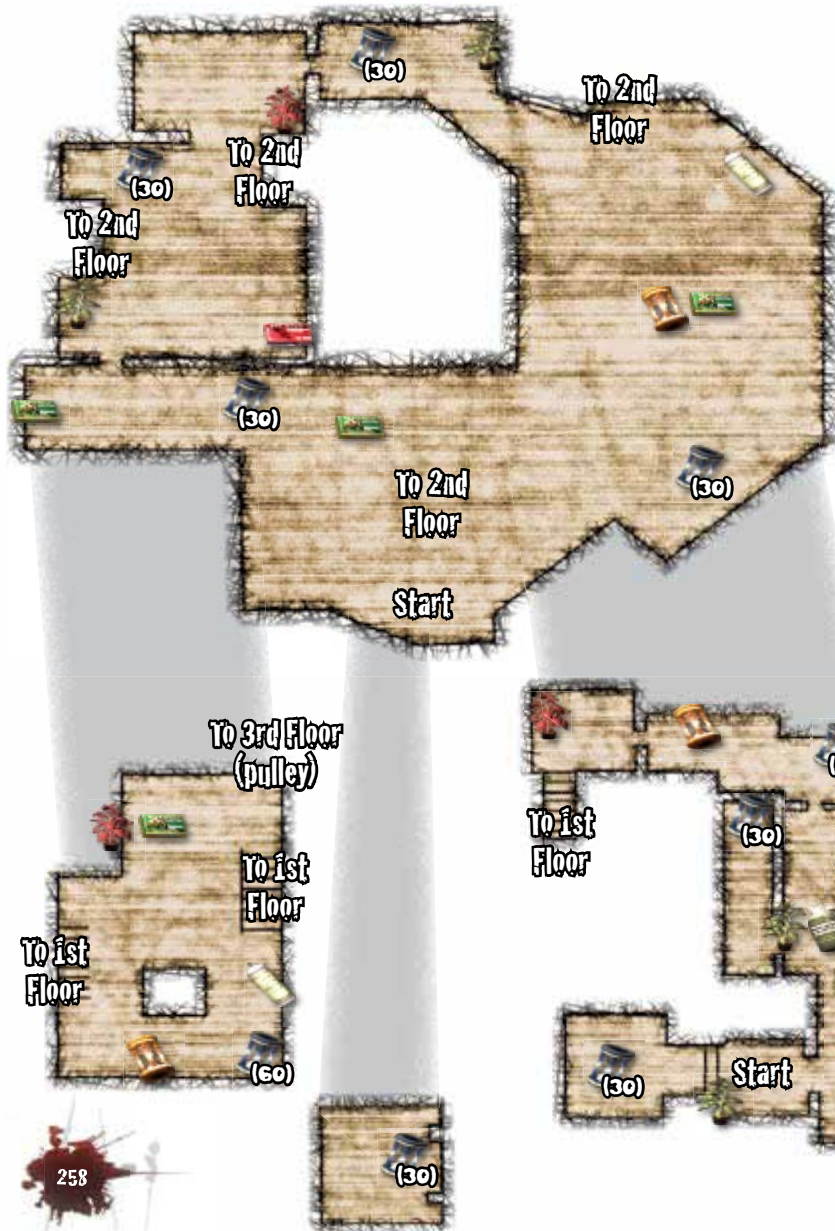
Wii edition

This large area should seem familiar; you likely spent a good deal of time exploring it with Leon during the initial playthrough. The layout has changed a bit: the northwestern half of the base is gone and a massive tower of steel girders now stands to the south. Not much else has changed though; militants still crawl all over their stronghold, attacking from all angles in an attempt to overwhelm your merc. Commandos make regular appearances as well and must be dealt with quickly; their powerful chainguns will mow you down in short order if you don't make a stand against them.

There are three separate starting points in this stage: one at the southwest trail, one on a second-level ledge, and another at the top of the tall steel platform. No matter where you begin, expect to face a vast number of militants right from the start. Wipe out the initial onslaught as you move to claim nearby items and power-ups. When the flow of soldiers starts to ebb, start running about the environment in search of Time Extensions and ammo.

You've got to stay mobile after you repel the initial onslaught. While Time Extensions are plentiful here, each one adds only 30 seconds to your playtime. This forces you to run from one power-up to the next, and also demands that you kill militants along the way to keep your combos going. The only time you should stop is when faced with a fearsome commando. Pump these warriors full of lead, blast them with grenades—do whatever it takes to drop the commandos so you can continue to search for Time Extensions.

Legend	 Bonus Time	 Handgun Ammo
	 First Aid Spray	 Red Herb
	 Green Herb	 Shotgun Ammo
	 Hand Grenade	 Time Extension



Marina

Starting Time: 2 minutes

Normal Hostiles: Militants

Special Hostile: Dr. Salvador
(huge chainsaw maniac)



Secrets and Extras

Assignment Ada

At first, this wide-open stage seems too good to be true. Lots of room to maneuver and plentiful pickups make militant-bashing a thing of beauty. This all goes to pot when you hear the roar of a chainsaw in the distance, however. The special enemy here is the most fearsome of all: a giant chainsaw murderer who swings his weapon wildly as he relentlessly pursues your merc at frightening speed.

Like the Militant Base stage, Marina features three starting points: one at the south end of the elevated east building, one on the third tier of the tall southern tower, and another on the bottom level near the base of the tower. Consider retrying if you begin on the tower; the chainsaw villain shows up within moments when you start up there.

Generally, the two best places to be are the two buildings at either side of the stage. Once you're familiar with their entry points, you can effectively ward off hostiles for as long as you please. Kill combos are easy to rack up, as the soldiers just keep coming. And because there are so many ways to move into and out of the buildings, you can always make a hasty escape when necessary.

Running around the open ground in the center of the area may seem like a good way to claim items and pick off militants, but this places you at risk of eating a rocket fired from range. Try not to hang around the open ground for too long. Instead, hurry through and collect items as you move from one building to the other.



Use the pulley at the top of the east structure to quickly cross over to the west building's roof.

Finally, know that you'll have to deal with that chainsaw psycho at some point. The man is quick to hunt you down and can leap up to higher platforms in a blink. Though you can outrun the chainsaw maniac, you'll find it difficult to keep your combos going while on the move. Let him come to you instead, and hit him with your most powerful weaponry as soon as you can.



Dr. Salvador kills your merc with just one wild swing of his chainsaw. He's also difficult to stagger, even with close-range shotgun blasts. The best way to bring him down is with grenades, magnums, and other such weaponry. Run when you have to, but try to kill him fast so you can continue with your combos.



If your merc carries a rifle, use the pulley on top of the east building to quickly reach the opposite side of the area, then snipe the good doctor as he crosses the open ground in pursuit.

Finally, it's usually best to steer clear of the tall southern tower and the two buildings' rooftops. You definitely want to visit these locations to collect their 60-second Time Extensions, but the relatively small number of access points makes these sites less than ideal when looking to rack up lots of kills. Hole up inside of the buildings until you need to search for more ammo and power-ups, then head up to raid their rooftops.

Assignment Ada

Ever wondered what Ada was doing on Saddler's island? Choose **Assignment Ada** from the Extras menu

to play a short side mission in which you must help the woman in red infiltrate Saddler's island complex to extract five Las Plagas samples for her employer, Albert Wesker. You'll recognize all of the areas visited as the same places Leon had to storm when he first arrived at the island. Unfortunately, Ada doesn't pack the kind of firepower Leon had at his disposal, so things are a bit rough at first. Follow our walkthrough carefully though and you'll have no trouble helping Ada accomplish her mission.

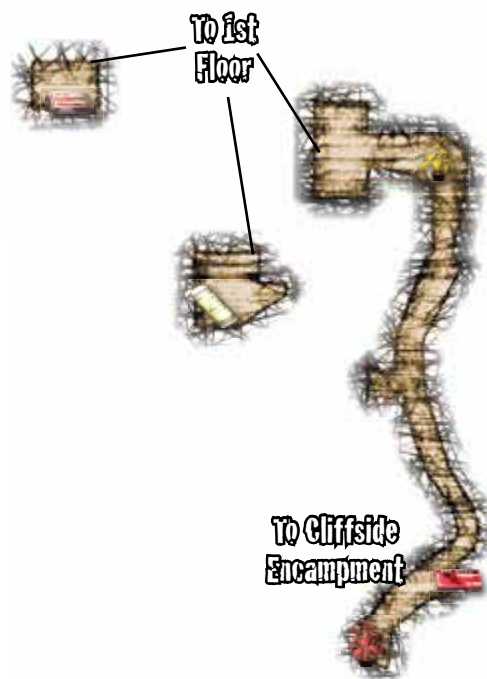
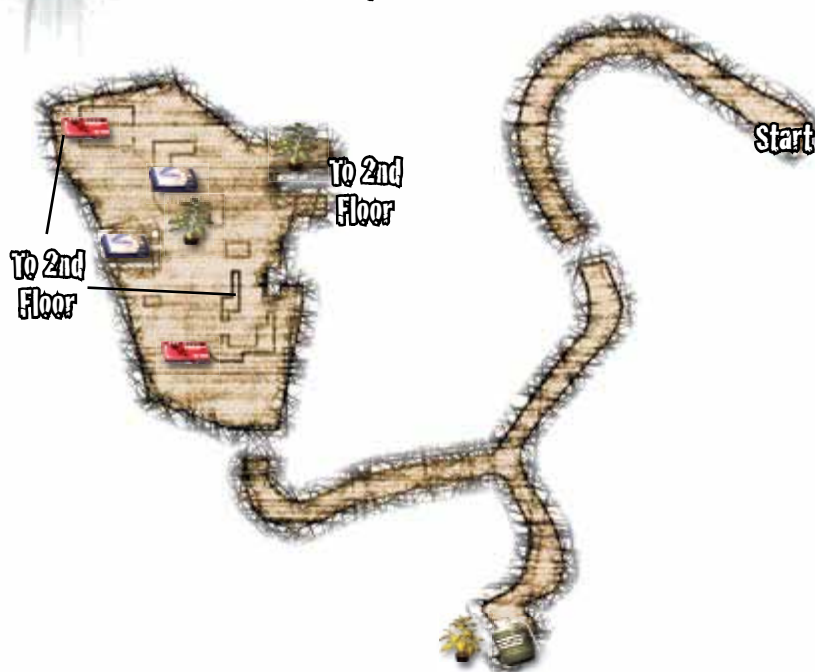


There are no save points in Assignment Ada; you must complete the entire mission on one run. Continue points are recorded internally as usual, allowing you to retry areas and continue after dying.



resident evil
Wii edition

Outer Stronghold



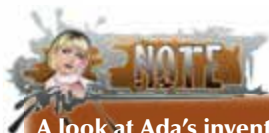
Legend

	First Aid Spray		Red Herb
	Green Herb		Rifle Ammo
	Hand Grenade		TMP Ammo
	Handgun Ammo		Yellow Herb



Proceed along the rocky path leading toward the stronghold ahead. Use Ada's Punisher handgun to dispatch the

gang of militants you encounter on the pathway. Shoot them in the face, follow up with one of Ada's special fan kicks, then slash away with her knife once they're down. If Las Plagas emerge from the men's heads, run away and then pop the parasites with Ada's rifle from range.



A look at Ada's inventory shows she's carrying a Punisher, a semi-auto rifle, and a TMP. Each weapon has been upgraded to near-maximum levels. Try to save ammo for the TMP, which Ada needs for a tough encounter at the end of her mission.



Don't shoot the hostiles off the narrows to dunk them into the surrounding water. While this is a fast way to kill them, you'll miss out on the valuable items they'd normally drop.

Explore the southern trail and climb up some rocks to find two wooden boxes. Smash the boxes with Ada's knife

for a yellow herb and a hand grenade. Backtrack a bit and then continue along the main trail to reach the militant outpost. The overhead spotlight isn't active, so leap across the watery gap and begin your infiltration under cover of night. Grab the handgun ammo near the window ahead, then move left to spy a small group of militants chatting with each other. Quickly toss the hand grenade you just found right between the men to wipe them all out at once. Afterward, aim at a soldier beyond the low wall in the distance and pop his head off with the rifle.





Avoid the temptation to move forward and claim any items dropped by the soldiers. Doing so triggers the appearance of a powerful enemy you're not ready to battle just yet.

Turn right and move toward the ruined building ahead. Climb the ladder within to reach the building's roof.



View the two crossbowmen atop the steps to the north and take the heads off of each one with the rifle. Nab the nearby canister of first aid spray afterward. Doing so triggers the appearance of a formidable commando, who rushes into the area from the door atop the north steps. Several militants follow the commando as well. Immediately open fire on the commando with the rifle from range, hitting him as many times as you can, as fast as you can.

The rest of the scenario is easy if you managed to kill the commando with the rifle. Just remain on the roof and knife



each soldier who climbs up in pursuit. If the commando wasn't killed, wait for him to leap up to your level and then unload on him with the TMP, filling his face with lead. Try to keep the brute off-balance until he finally falls.



There's no need to secure the exterior yard. If you're having trouble dealing with the commando and his militants, follow the previous strategy until the commando leaps onto the roof with Ada. Then quickly drop to the ground and run up the north steps, using the TMP to knock enemy soldiers out of your way as you bolt for the ladder at the far end of the tunnel beyond.

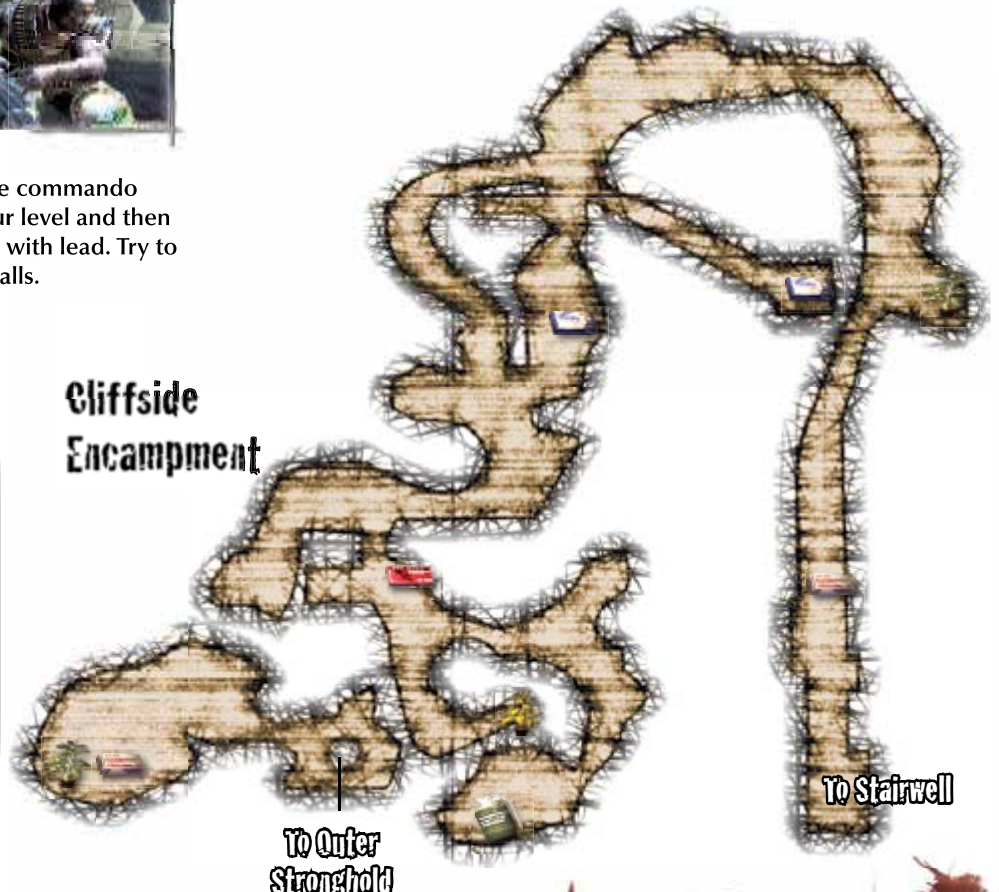
After securing the area, drop from the rooftop and make a thorough sweep of the yard for items. Use the Punisher to wipe



out any lingering soldiers, then head up the north steps and into the tunnel beyond. Only a handful of militants guard the passage; pick off each one with the Punisher as you go. Check around for items, and then proceed up the ladder at the far end of the tunnel.



**Cliffside
Encampment**



resident evil

Wii edition



Smash two nearby barrels to claim a green herb and some rifle ammo. Put that ammo to good use by dispatching

the unwary militants along the north trail with the rifle. Hop across the gap ahead and fire on more militants from range. If the hostiles rush you, retreat across the gap and fire on them as they try to cross over. Thoroughly explore the southern tunnels afterward to find a yellow herb and a hand grenade before continuing.



Use the Punisher to punch through the shields carried by some militants. Aim for where their heads should be for fast kills.

A few militants defend the south trail by tossing sticks of dynamite from a high ledge. Leon faced stiffer resistance here

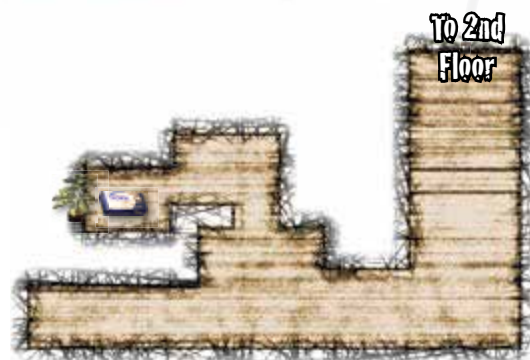


before, but Ada only needs to deal with these two bombers for now. Shoot the explosive barrel on the ledge to wipe out both men, then hurry up there and claim any items they dropped. Search the small alcove at the far end of the ledge to find a red herb, then turn around and wait for three shielded soldiers to attack from behind. Use Ada's Punisher or rifle to punch through the men's shields and defeat them. Exit the alcove afterward, turn right, and then fire on the crossbow militant guarding the gate ahead. Drop to the ground and proceed through the gate.



A few more soldiers make a stand against Ada in the passage just beyond the gate. Grab the green herb from the

table on the left and then open fire on the men, aiming to score headshots and utilize Ada's fan kick. Continue along the passage until you reach a crate with some rifle ammo. Take the ammo and then use Ada's rifle to pick off the last group of crossbow soldiers at the far end of the trail. Climb the ladder the men were guarding and approach an open air duct. Press **A** to sneak inside Saddler's island complex through the duct when the **infiltrate** action button hint appears onscreen.



To Waste Disposal

Stairwell

To 1st Floor



legend

- Green Herb
- Handgun Ammo
- Red Herb
- Rifle Ammo
- TMP Ammo

The air duct leads directly into a stairwell. This area should seem familiar enough, though Leon had to pass through a

few additional rooms to get here. Head downstairs, killing a soldier in the basement and then raiding a small storeroom for some TMP ammo and a green herb. Return upstairs and search for items in the upper corridors, working over the three guards you encounter with minimum ammo consumption. You may infiltrate the rooms accessed via the stairwell in any order you like; we've simply taken the same route Leon took during his trip through this area.



Watch out for those volatile fire extinguishers and try to use them to your advantage.

Operating Room



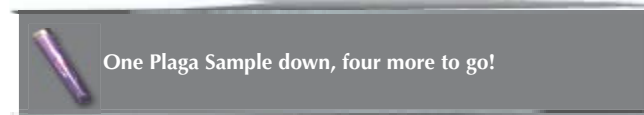
Follow the signs in the stairwell halls and enter the southernmost door to reach a small operating room. Take

the TMP ammo from the messy desk and fire through the nearby window at two guards standing in the room beyond. Kill both men and then take a yellow herb from a cabinet in the room they were guarding.



Enter the next room and drop the soldier inside. The man wears a protective helmet, so aim for his legs. Hurry to a corner after

dispatching the soldier and take out the reinforcements who storm in to attack. These men wear helmets as well; shoot their legs to keep them from overwhelming Ada. Collect the **Plaga Sample** from the nearby corpse and then exit the room, returning to the stairwell.



Freezer



Enter the door at the west end of the central hall to reach a large walk-in freezer. Search around for items, collecting a green herb, some rifle ammo, and a hand grenade. Amazingly, no enemies assault you here in the freezer. Take the **Plaga Sample** from the north cabinet, check that Ada's health and ammo are in good shape, and then return to the stairwell.



Resident Evil

Wii edition



You now possess two Plaga Samples.



Three shield-toting militants and two berserkers now patrol the stairwell halls. Immediately run forward

after exiting the freezer and take up position at the end of the short corridor directly ahead. Make your stand against the hostiles here, and use the fire extinguisher near the freezer door to inflict extra damage. Toss a hand grenade if necessary to repel the men, and then proceed down the west hall afterward, heading through the door marked "flammable solid".



Score headshots on the berserkers and then follow up with fan kicks just as you would against militants.



To Stairwell

Waste Disposal

Move to the end of the hallway and collect some handgun ammo from atop a pile of crates. Slowly open the door to the right and fire

on the two militants in the small control room beyond. Take the rifle ammo from within the control room and look through the windows at the disposal chamber ahead. More militants and a fearsome commando stand guard in the chamber. Equip the rifle and fire through the windows, punishing the commando until he falls. Be ready to dispatch any militants who rush into the control room from the east door.



To Storage Room



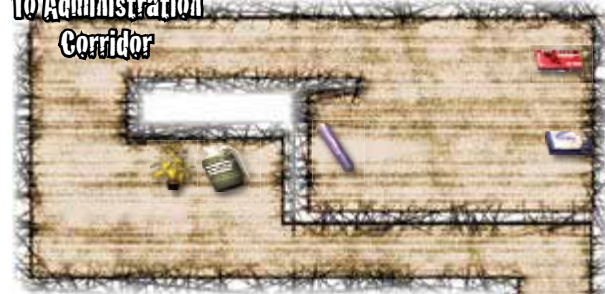
When a chance permits, hurry to the corpse of the commando and collect the valuable prize he dropped. Be

careful though; two dynamite-hurling militants rush into the disposal chamber from the south passage. Dispatch the men and then proceed through the south passage, finding a green herb near the steps at the end of the hall.



Fire on the unwary guard in the next room until he falls, then head inside. A second guard you couldn't see before quickly moves to press a switch, locking both of the room's doors and trapping you inside. Exact revenge on the soldier, check on Ada's health and ammo, then move to the control terminal and press the switch to unlock the doors. A crew of militants then storm the room; back into the nearest corner and fire at their knees to keep control of the situation. Clear the room and then proceed through the far door.

To Administration Corridor



Storage Room



To Waste Disposal

Take a yellow herb and hand grenade from the next small room and then head toward the holding cell where Ashley was kept. Fire through the cell door at the guard in the room beyond, then kick open the door to send him flying. Back up and repeat the same tactics, firing through the cell door and kicking it open to defeat the shield-toting soldier who attacks as well.



More shield-wielding hostiles lie in wait on the other side of the supplies stacked in the holding cell. Lure them out one by one

or simply toss a hand grenade to obliterate them all. Open the silver case they were guarding afterward to obtain another **Plaga Sample** for Wesker. Exit the room afterward, turning right and passing through the nearby door to reach the next area.



You've acquired three Plaga Samples. Wesker will be pleased.



Plaga Samples take up space in Ada's attaché case. If you're running out of room, consider discarding her semi-auto rifle's scope. The rifle is still very effective without it.



To Storage Room



Administration
Corridor



To Research Lab

Yet more militants stand watch in the following hall. Pick apart each one before moving onward, then make a

sweep for items. Don't miss the red herb at the base of the stairs ahead or the handgun ammo beneath them. Check that Ada's health and ammo are in good standing before attempting to open the nearby door.



Ada finds that the door is locked. A gaggle of soldiers then floods the hall, led by a burly commando.

The hostiles

approach from the top of the stairs; quickly run beneath the steps, backing into a corner and unleashing Ada's TMP on the shield-toting soldiers as they move to attack. When the soldiers form a tight group, toss a grenade into their midst to eliminate them all at once. Then continue using Ada's TMP to punish the commando, moving forward and firing at his head to keep the warrior stunned and unable to mount a counteroffensive.

Resident Evil

Wii edition

More militants storm into the hall after you drop the commando. The men barge through the locked door

and attack. Use the Punisher to take care of this final group of hostiles, then proceed through the door they so kindly opened for you. Be wary as you head down the hallway that follows; the far door swings open and two militants prepare to toss sticks of dynamite at you. Pepper the men with the TMP for a good chance at detonating their explosives before they can be thrown. Enter the small room they were guarding to find a yellow herb and some TMP ammo, then move through the nearby door.

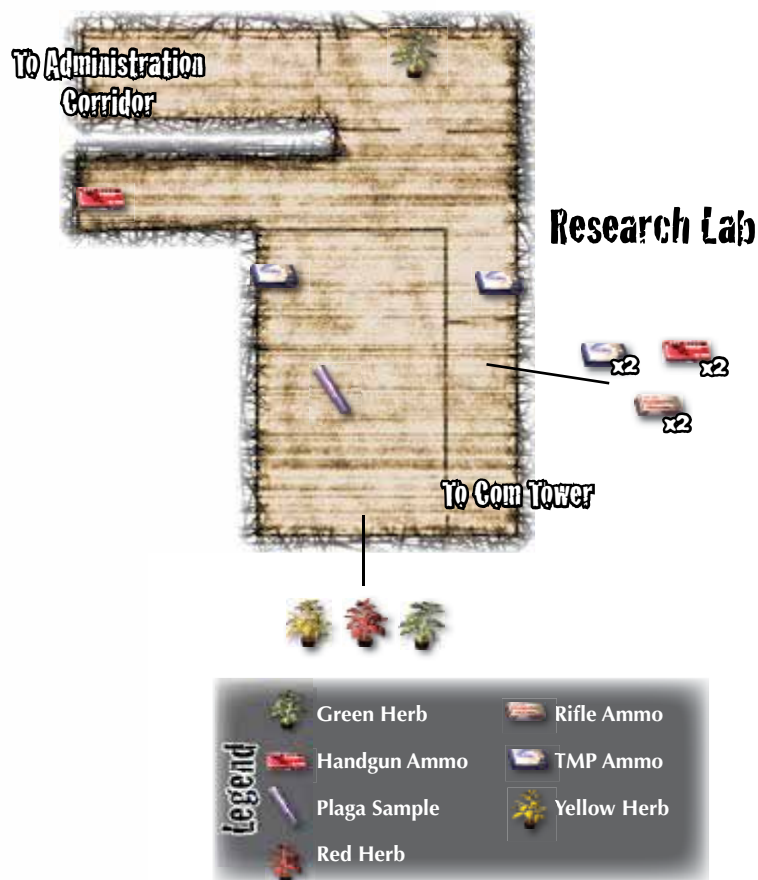


Ada enters a cluttered research laboratory. There's sure to be another sample around here. Dispatch

the two soldiers near the entrance, then make a thorough search for items. Loads of goodies can be found in the brightly lit southern chamber; collect all the items you can before smashing the chamber's central canisters to reveal a **Plaga Sample**. Take the sample to move one step closer to completing the mission.



That makes four Plaga Samples. Just one more to find!



A security system activates when you steal the sample, and the doors leading into the illuminated chamber lock

tight. Three shielded militants then filter in from the north window and attack. Move to a corner and annihilate the men with your weapon of choice, then hop through the window and approach a nearby control terminal.



Make sure Ada's health and ammo are up to snuff, then use the terminal to deactivate the security system and unlock the lab's doors. Many more militants and a couple of berserkers then enter the lab through the southwest corridor; either let them come to you or hurry to intercept, pinning them down in the hall with rapid TMP fire and then tossing a hand grenade to wipe them all out. Proceed through the door at the south end of the hall afterward.



If you decide to let the soldiers come to you, press Ada's back to the west wall and shoot the fire extinguisher near the control terminal when the hostiles draw near.

Com Tower

To Research Lab

Goal



The door leads outside to a long metal walkway. Make sure Ada's health is nearly full, then equip the TMP and run toward the

elevator at the far end of the ramp. Without warning, Jack Krauser lands on the walkway behind Ada and tears after her with lethal intent. Perform a quick turn and then open fire on Krauser, aiming low to pelt his exposed feet.

Krauser won't leave Ada alone until she causes him great suffering. Expect to burn through nearly all of your TMP ammo in the struggle. When he's finally had enough, Krauser tosses a flash grenade and departs. Collect the fifth and final **Plaga Sample** he leaves behind, then use the elevator at the end of the walkway to reach the radio tower above.



This final battle against Krauser is very similar to Leon's epic clash against the man. Krauser defends himself with his



mutated arm from range, then dashes into close quarters and unleashes devastating attacks. Pepper his exposed feet while he approaches and strive to interrupt his assaults with the fast-firing TMP. Be ready to press **(A)+(B)** or wave the Wii Remote to dodge Krauser's vicious blows. Depending on the items you're carrying, adopt either a defensive or offensive strategy. If you've got lots of curatives, simply fire away and dodge when you can.



Wesker's five Plaga Samples have been acquired. Time to get outta here!

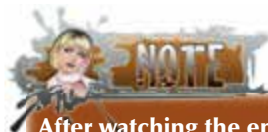
Enter the tower and use the radio to contact Ada's evac helicopter. The chopper soon arrives and Ada flies off.



Wesker contacts Ada from the chopper and, in his own way, congratulates her on a job well done. With a laugh, he says Umbrella is now one step closer to reestablishment. Mission complete!



The barrels along the walkway contain handy items, including handgun and TMP ammo, and a valuable first aid spray.



After watching the ending credits, choose to watch them again and enjoy a different musical score!

Resident Evil

Wii edition

Separate Ways



Separate Ways is a unique mode in which you play as Ada Wong. Here you'll revisit a variety of locations

explored by Leon during the main adventure. As you move through Separate Ways, you'll gain a better understanding of some of the little curiosities you encountered during Leon's quest. You'll also see exactly why Ada and Leon's paths crossed so many times during the game.

Separate Ways is about twice as long as Assignment Ada. In Separate Ways, Ada must complete five separate tasks under the guidance of her employer, Albert Wesker. This breaks the adventure up into five chapters, with save points between each one. You can also save your progress at the typewriters Ada encounters.

Each time Ada completes a chapter of her adventure, she records a report of her findings. These "Ada Reports" are

saved in the Extras menu and may be reviewed again at any time. Completing Separate Ways also unlocks the awesome Chicago Typewriter for use in the main adventure, along with a second set of costumes for Leon and Ashley. Beat Separate Ways and Assignment Ada to unlock the Chicago Typewriter for use in a second playthrough of Separate Ways.



Chapter 1: Ring the Church Bell

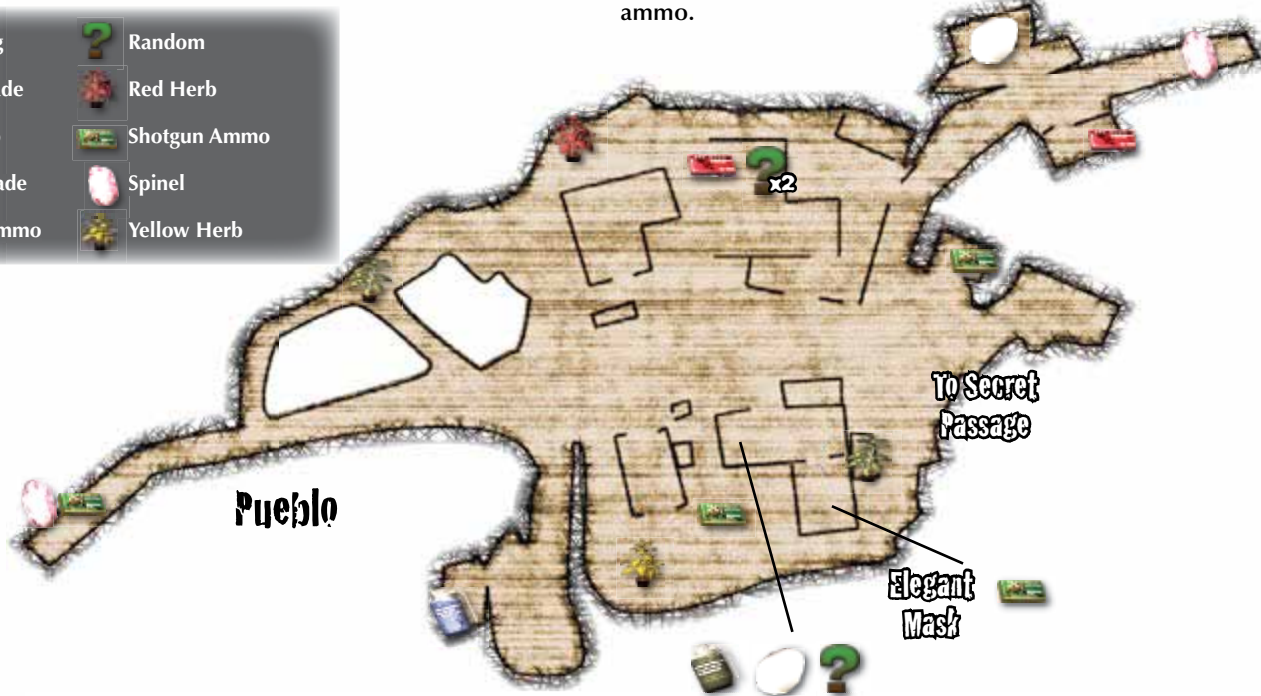
Ada's first assignment is to infiltrate the church in the village and sound its bell. This calls off the hostiles in Pueblo, who relentlessly attack Leon during his initial visit to town.



Ada begins at the far east side of Pueblo. Villagers soon notice her and move to intercept. The locals never stop coming at you during this scenario, so it's best to avoid them as much as you can. Hurry forward and to the right, dashing into the tall tower. Climb up to the top to find some shotgun ammo.

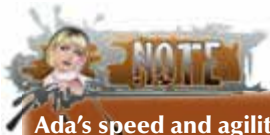


Legend		Chicken Egg		Random
		Flash Grenade		Red Herb
		Green Herb		Shotgun Ammo
		Hand Grenade		Spinel
		Handgun Ammo		Yellow Herb



Secrets and Extras

Separate Ways



Ada's speed and agility are her greatest strengths. She carries nothing more than a modified Blacktail and shotgun. Avoid the endless tide of villagers in town as much as possible, using Ada's superior mobility to avoid many confrontations.



Climbing the tower triggers the cutscene where Leon takes cover in the two-story house at the north end of

town. The chainsaw maniac makes his grand entrance as well, but don't worry; he's after Leon, not Ada. Take the shotgun ammo from atop the tower, equip the weapon, and then quickly drop back down. Blast any villagers out of your way and head south, cutting across the thoroughfare to slip behind the south buildings.



Don't linger atop the tower; the villagers are quick to throw Molotov cocktails up there!

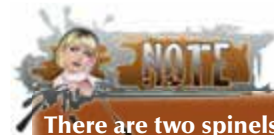
Find a green, red, and yellow herb in the long alley behind the southern buildings. As you search around to collect these



items, a chicken suddenly leaps off the roof the southeast building, leaving behind a shiny object. Loop around the alley or cut through the barn to return to the thoroughfare, dodging hostiles as you go. Approach the front of the southeast building and the **hook shot** action button hint appears onscreen. Press **A** to make Ada fire her hook shot and zip up to the roof, then collect the glimmering object to obtain the **Insignia Key**.

With the key, you can flee through the east metal door engraved with the large red cult insignia. Before doing

so, you may want to make a quick sweep for items in town. You can find a great many valuables here, and grabbing them all grants you a distinct advantage. Continue to dodge Ganados as you hunt for ammo, treasures, and restoratives. Refer to the map to see where everything is, then proceed through the east metal door when you're ready to move on.



There are two spinels and an Elegant Mask in the village, and their locations are marked on the map. Ada encounters the merchant at several points during *Separate Ways*, so make sure to grab these treasures.



Resident Evil

Wii edition



The merchant awaits in the small entry room on the other side of the insignia door. He hasn't fully set up shop yet, but he does offer a few goods. Sell the three spinels you acquired in town but keep the Elegant Mask. Purchase the TMP and don't buy the attaché case for now; you've got enough storage space for the time being.



Watch out: the wooden box near the merchant contains a snake!



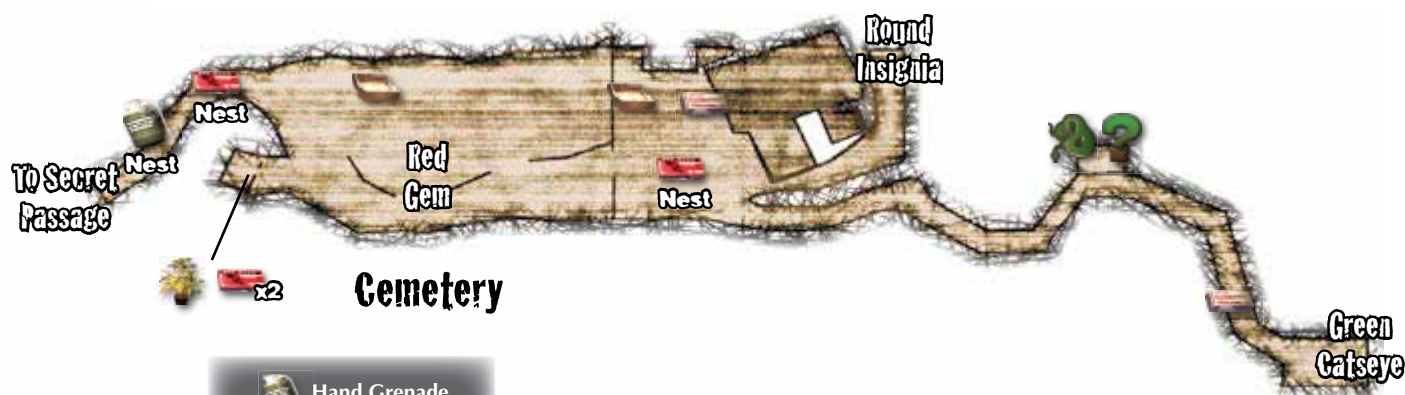
Save your progress at the typewriter near the merchant and enter the back room. Smash the barrel for a green

herb and flip open the hatch in the floor, then head into the secret passage beyond. Collect handgun and shotgun ammo from tiny alcoves as you head down the tunnel, but be prepared: a few villagers chase behind you once you reach the midway point. Hurry onward to the wide middle cavern and make a stand there against the hostiles, pelting them with handgun fire once they're within range.



Kill the villagers and then smash the wooden boxes in the cavern for some TMP ammo and a

Green Gem to fit into the Elegant Mask. Move onward until you reach a metal door. More Ganados await on the other side of the door, and still more approach from the passage behind you. Utilize the quick turn and Ada's shotgun to blast away the attackers, then proceed through the metal door and up the ladder beyond.



A lone villager guards the path leading up to the cemetery. Dispatch the woman and slowly head up the trail. Pick

off the trio of ravens near the gravestones ahead for items just as you did with Leon. This draws the attention of the handful of villagers patrolling the cemetery; run around and collect the goodies left by the ravens, then dash into the south shed and fire through the doorway as the hostiles move into view.



Don't worry about Las Plagas emerging. Though gloomy, it's still daylight out, and the parasites hate the sun.



Smash the boxes in the shed for handgun ammo and a yellow herb, then proceed into the cemetery.

Find the Red Gem atop one of the gravestones, then return to the south trail and fire on two bird's nests in the trees for more handgun ammo and a hand grenade. Move up the path toward the church afterward and dispatch the few lingering locals. Shoot down a third bird's nest in the tree near the church for more handgun ammo.

The church's front door is locked and you can't simply ring the bell by shooting it. Don't explore behind the



church just yet; instead, head down the east trail of narrow ledges and wooden walkways. Pop the villagers you encounter on the trail to send them tumbling into the abyss, and raid the cabin halfway down for items, being quick to kill the snake in the box on the table. Continue until more Ganados and a chainsaw hag rush toward you from the end of the trail ahead, then quickly retreat to the cabin. Stand facing the doorway and blast the hostiles with Ada's shotgun as they try to enter. Collect the 3,000 pesetas the chainsaw woman leaves behind.

After the fight, continue to the end of the trail to find a **Green Catseye** on the ground near the far gate.



You can't open the gate, so pocket the gemstone and backtrack toward the church. Head around back and input the following commands to open the strange dais that stands behind the structure:

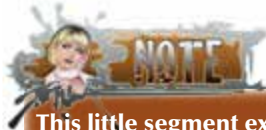
1. Turn the dial by three increments three times in a row.
2. Turn the dial by four increments three times in a row.
3. Turn the dial by three increments one final time.

The center mechanism unlocks, allowing you to take the **Round Insignia**. Be wary, though: a few more villagers rush to attack you from behind. Spin around and blast them away with Ada's shotgun, finishing them off with her handgun once they're down.



Removing the Round Insignia from the dais causes the nearby gate to shut, trapping you behind the church. You

need to insert something into the dais to raise the gate once more. Insert the **Green Catseye** into the dais to lock the mechanism and raise the gate. Make sure Ada's in good health before moving onward, because Ganados assault you as you move toward the front of the church. At least one hostile tosses dynamite, so be very careful and make good use of the shotgun. Approach the church door when it's safe to do so, and use the **Round Insignia** to gain entry.

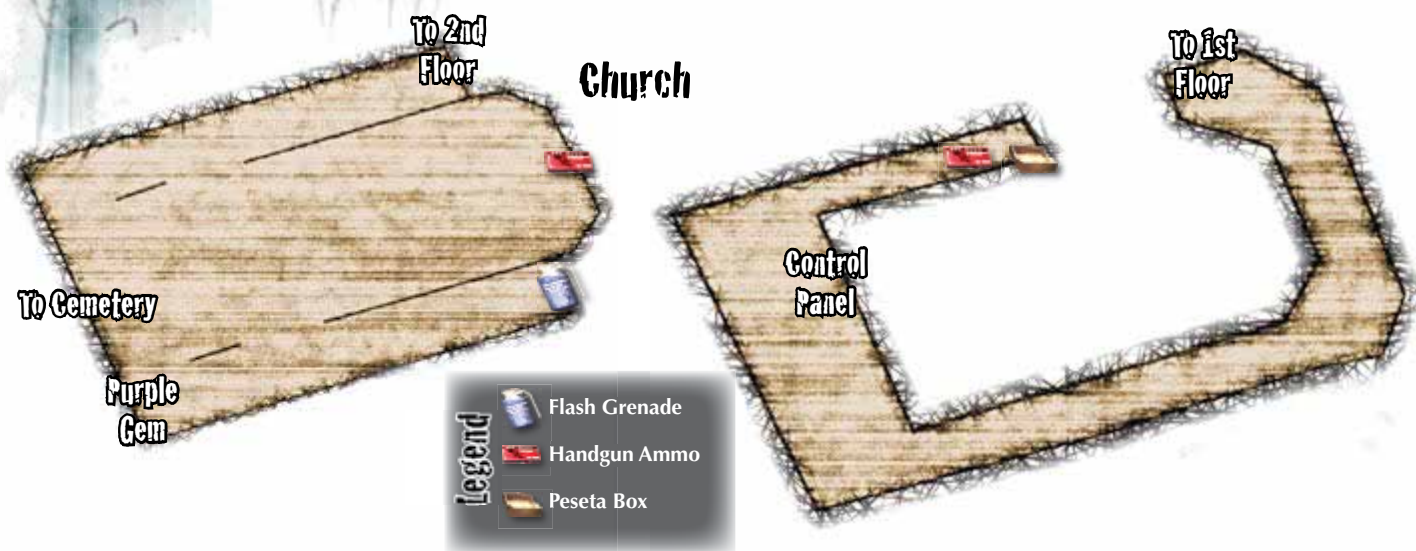


This little segment explains how the Green Catseye came to rest in the dais behind the church. Leon gets to collect this treasure when he passes through the cemetery, but first you've got to save him from those villagers in Pueblo!

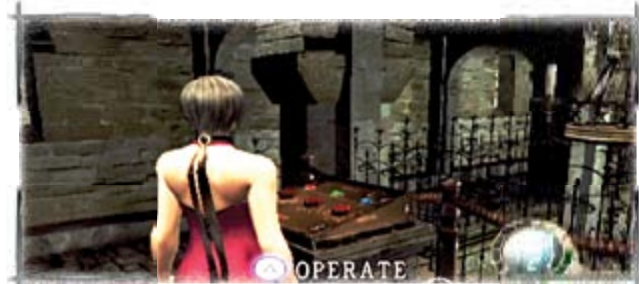


resident evil

Wii edition



Leon found the church empty, but Ada has a few villagers to dispatch inside the chapel. Quickly move to a corner and open fire on the handful of Ganados who move to attack, pelting each one in the face or legs to keep them all in check. Look around for goodies when the chapel is secure, finding the Purple Gem in the southwest alcove.



Climb the ladder to the church's balcony and dispatch any lingering hostiles up there. Run around the balcony and smash the barrels on the opposite side for items. Use the nearby control panel to activate the colored light puzzle, turning the colors in the following order:

1. Turn the red color three times.
2. Turn the green color once.
3. Turn the blue color twice.

Solving the puzzle causes the church bell to ring out, drawing the villagers away from Leon in Pueblo. Mission complete!



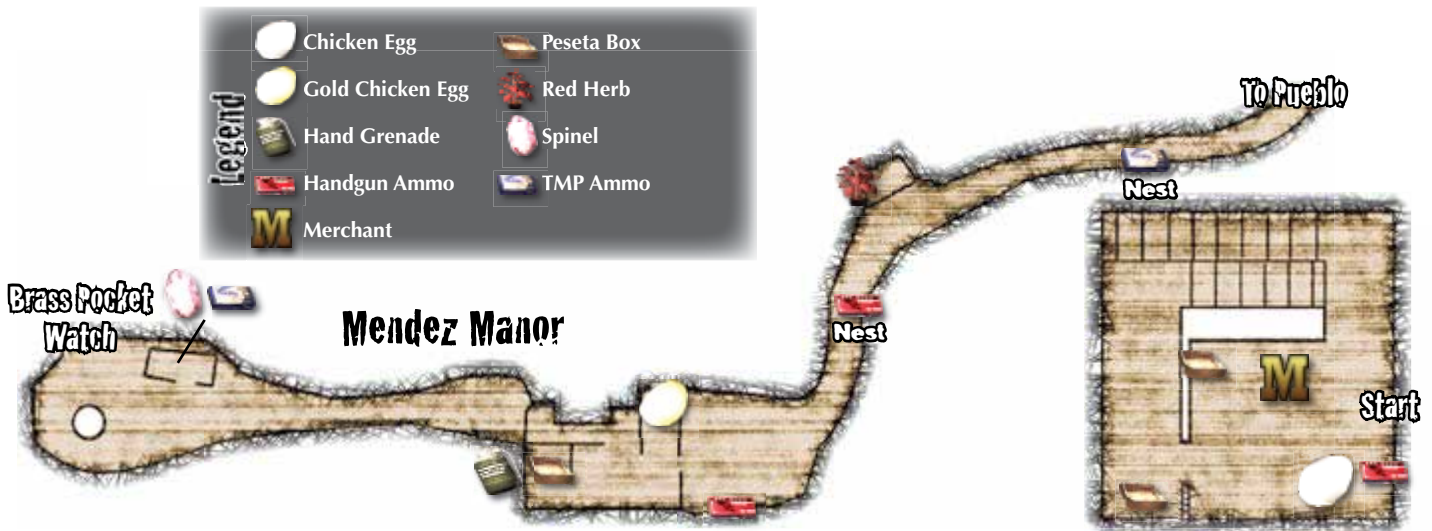
After each Separate Ways chapter, Ada treats you to one of her special reports on her findings. Watch each one to learn more and more about the events surrounding Ashley's kidnapping.



Chapter 2: Rescue Luis



Leon's out of danger for the moment, but Luis Sera is another matter. The researcher hired by Saddler to learn more about Las Plagas has decided to turn against his employer and now finds himself in captivity. Ada must rescue Luis and ensure his survival so the Plaga Sample can be retrieved for Wesker.



As the mission begins, Ada has already infiltrated the village chief's estate and stands in his bedroom. The fearless merchant also stands right nearby. Search the room for valuables, then speak with the merchant. Sell your completed Elegant Mask for some heavy pesetas but don't buy anything yet; you'll soon have enough cash for that semi-auto rifle you've been eyeing.



the back door. Move west down the trail and shoot the ravens on the path ahead for items. Raid the cabin on the right for a spinel and some TMP ammo, then approach the

After raiding the bedroom, head through the north doorway and go downstairs, exiting the house through

nearby well. Shoot the wooden board supporting the well lid to cover the well, then shoot the glimmering object hanging above to claim the Brass Pocket Watch. Return to Mendez's house with your loot.



Head downstairs and raid the ground floor of the chief's house for goodies. A villager lurks in the bathroom

under the stairs and another one stands in the west study, so be on your guard. After looting the place, head outside through the front door to draw the ire of a chainsaw maniac on the trail ahead. Immediately turn around and reenter the house, turning right and taking position near the oven in the kitchen. Blast the madman repeatedly with the shotgun each time he draws near, along with his Ganado cronies. Collect the Ruby that the chainsaw villain drops when he finally falls and then return to the merchant. You should now have enough cash to buy the semi-auto rifle; do so if you can.

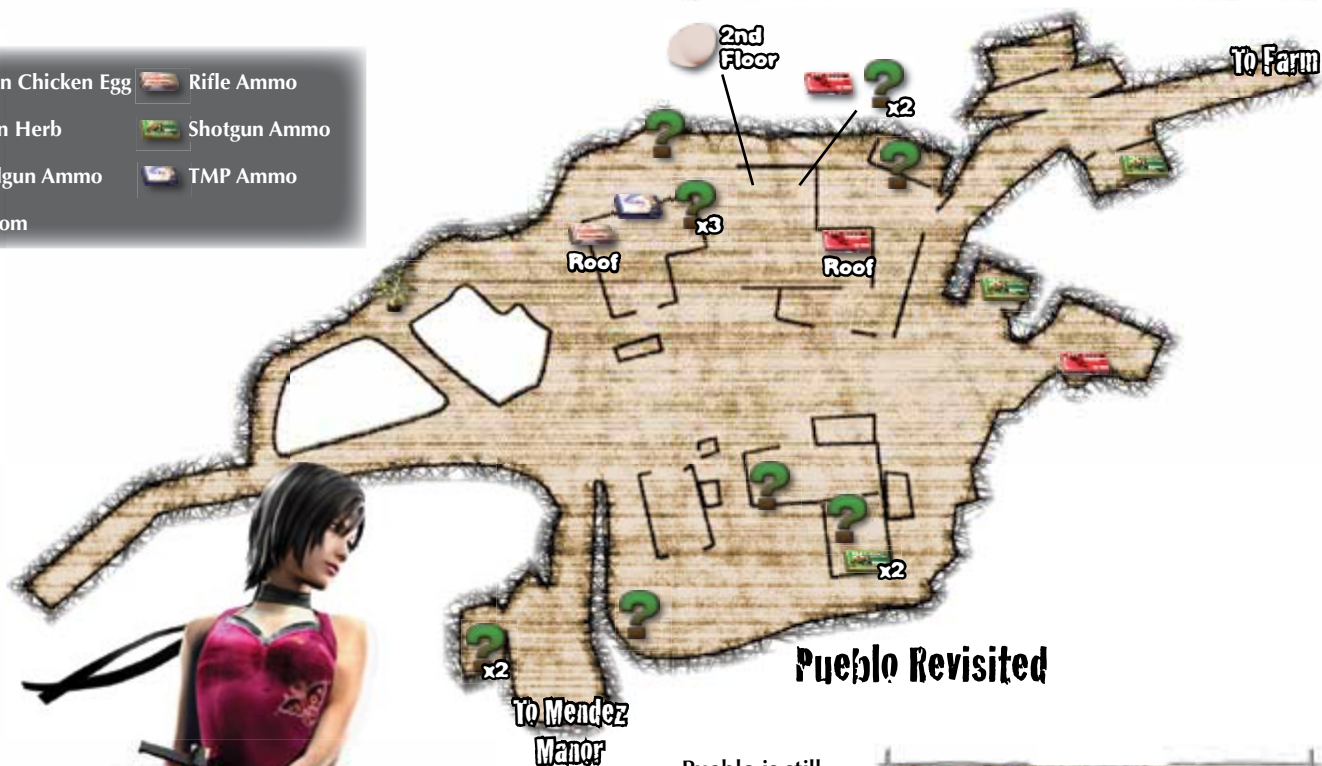
Resident Evil

Wii edition

More Ganados lurk on the trail leading back to Pueblo. Dispatch each one, using the rifle when possible and taking cover in the cabin to the left as needed. Grab the red herb from the cabin as well and shoot down two bird's nests along the path for ammo before returning to town.



legend		Brown Chicken Egg		Rifle Ammo
		Green Herb		Shotgun Ammo
		Handgun Ammo		TMP Ammo
		Random		



Pueblo Revisited

Pueblo is still chock full of hostiles eager to rip Ada to shreds, but they aren't quite as alert as they were before. The



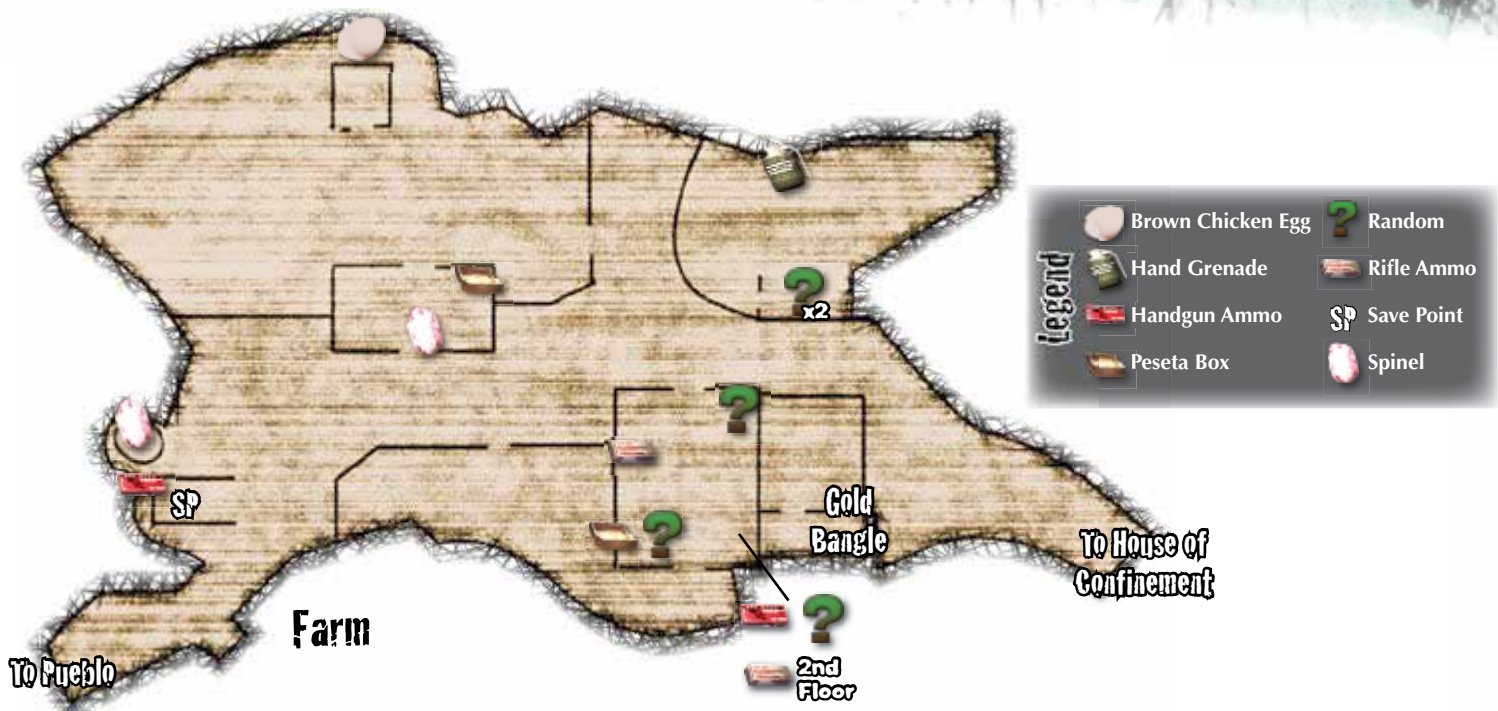
town now features new items to collect as well. Dodge the villagers as often as possible as you raid the town for ammo, money, and curatives. When you're satisfied with your haul, proceed up the northeast trail and head through the gate to reach the farm.



A Ganado attacks you the moment you open the metal door to the southeast building's back room. Be ready to blast him away!

Secrets and Extras

Separate Ways



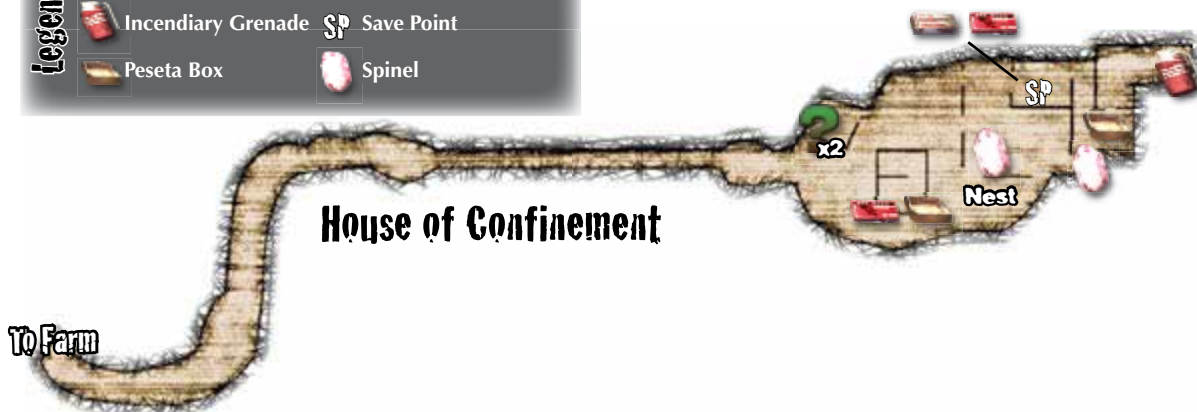
Ada's trip through the farm is nearly identical to Leon's. Use the typewriter and manure sheds as fallback

points while luring Ganados to their doom. Work carefully and methodically to secure the area, then start hunting for valuables. Shoot the west well's lid closed and pop the glimmering object above for a spinel. Approach the south end of the barn and use Ada's hook shot to reach the eave above, where you find another sparkling spinel. The eave is a good place to sit and pick off hostiles as well.

Enter the two-story barn and climb to the loft, then drop down the side to reach the small fenced-off area where Leon found the Beerstein. When Ada smashes the wooden box, she gets a Gold Bangle instead. Shove the nearby shelf out of the way and then head up the path to reach the next area.



Bear traps have been placed on the eastern half of the farm. Watch your step!



resident evil

Wii edition

No need to worry about the rolling boulder trap here; the Ganados on the overhead bridge have already used their

trick against Leon. Fire on the two men on the overhead bridge and then shoot the barrel at the bridge's far right end. Something pops out of the barrel, but it's tough to see exactly what it is. Move under the bridge and use Ada's hook shot to get up there and claim the Beerstein.



When you've finished looting the area, backtrack through the tunnel and up the trail, heading back toward

the farm. Use Ada's rifle to pick off the hostiles that now stand at the opposite end of the tunnel, then wipe out the villagers who drop down from the cliff to assault you farther along the trail. Proceed through the gate to return to the

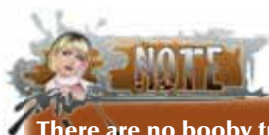
farm.

The farm now features a few new items that weren't around before. Pick up some shotgun ammo from the ground near the central barn and nab the sparkling spinel from the bank near the typewriter shed. Take the nearby handgun ammo as well and then enter the shed to claim the box of pesetas sitting on the desk. Save your progress at the typewriter if you wish, then exit the shed, turn right, and



Continue down the trail, passing through the long tunnel that follows. You come to the collection of ruined houses

that Leon stormed in search of Ashley. This scenario is just the same as it was for Leon; several TNT Ganados patrol the fields and dilapidated house ahead, ready to toss their explosives at any intruders. The area is much easier to clear now that you have the semi-auto rifle; keep back and pick off hostiles from range, then move forward with the shotgun, circling around the rear of the ruined house ahead and firing through its rear window to secure the building.



NOTE
There are no booby traps in the area this time. Use Ada's superior mobility to the fullest.



Climb into the building after dispatching all occupants and enter the back room. Ada watches as an unconscious

Leon and Luis are carried out of the large east house by a pair of villagers and brought elsewhere. Looks like she'll need to find out where they've been taken and track them down. For now, make a sweep for items, finding a spinel in a bird's nest and another one in a wooden box near the east house. Enter the house afterward and raid it for valuables, dropping the two Ganados you encounter within.

head through the gate to return to Pueblo.

A few villagers await you on the other side of the gate, so be prepared for a fight the moment you set foot in town. There's nothing new to see or do here, so cut straight through the area, dodging the throng of Ganados in the thoroughfare. Head directly toward the south gate, and continue backtracking all the way to the village chief's house.



There's no time to lose! Dash up the trail toward Mendez's estate. Ada sees Leon in grave danger at the hands of

the village chief and fires at the brute through his bedroom window to distract him. While this saves Leon from a horrible fate, it also causes Ada to become captured by the enemy. As Ada tries to flee the scene, Ganados surrounded her and a dart is suddenly shot into her neck from behind. The woman in red soon loses consciousness.

Secrets and Extras

Separate Ways



Night has fallen, and the villagers can now unleash Las Plagas from their heads.



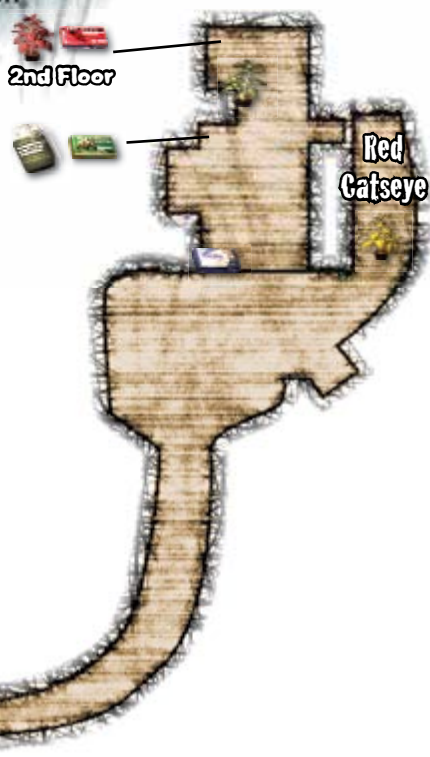
Open the chest at the tunnel's south end to claim a Green Catseye for the Beerstein, and then head north,

Ada awakens in strange surroundings. She finds herself laid out on an odd table with a gang of Ganados standing around her. The men suddenly attack; wave the Wii Remote as indicated to dodge a fatal blow and return Ada to an upright position. Immediately blast the men with the shotgun afterward and then work at securing your new surroundings.



dispatching all hostiles who get in your way. Be ready to deal with a TNT Ganado in the tunnel just after you drop down to its lower level. Fight to freedom, then head up the metal steps outside to reach the control room for the nearby gondola. The gondola is inactive and you need a special key to get it moving again. Take the **Iron Key** from the table and speak with the nearby merchant to trade with the man if you wish. Raid the lockers for shotgun ammo and a yellow herb and then head outside. Proceed down the metal steps and along the pathway that follows, using the **Iron Key** you've just found to open the sturdy metal gate at the end of the trail.

Shed of Enlightenment



Continue down the trail beyond the metal gate and search the right side of the tall shed ahead to find another yellow herb and the Red Catseye. Check that Ada's health and ammo are in good shape and then enter the shed through its front door. Several villagers and a chainsaw-wielding hag attack you the moment you open the shed's doors. Stand your ground and blast the chainsaw woman and nearest Ganados away with the shotgun, then quickly move forward and climb the ladder ahead and to the left. Run around to the far end of the balcony, then turn around and defend this position until the area is secure.



TIP
Fire on the hostiles as they climb the ladder in pursuit to drop each one to the ground.



The chainsaw hag drops the **Lift Activation Key** once she finally falls. Collect the item, scour the shed to collect

a variety of valuables, and then backtrack to the gondola control room. A few dynamite-hurling villagers greet you on the trail back up to the gondola and a couple more guard the metal steps beyond, so be ready to take them out. Use the **Lift Activation Key** to start the gondola, then ride up to the top.

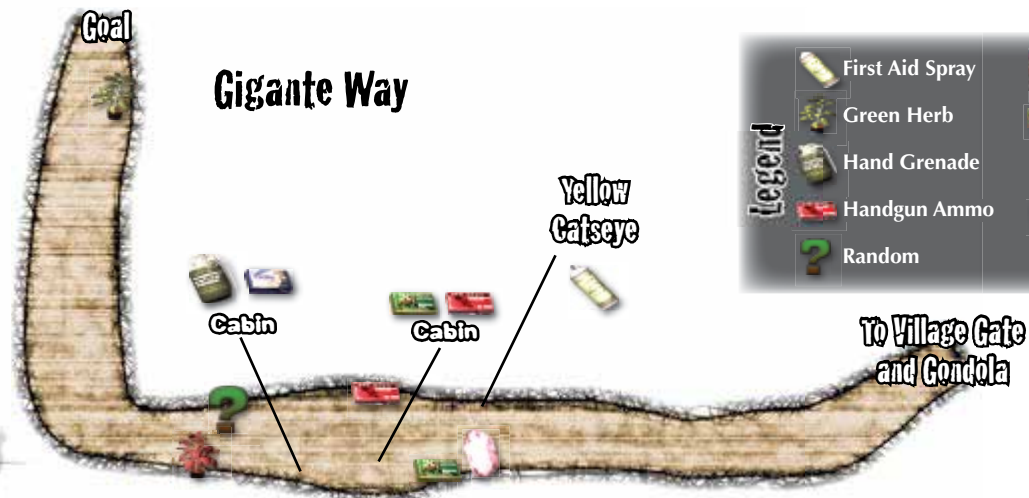


No enemies are present in the region beyond the gondola. Make a sweep for valuables, raiding the south

building for a variety of goodies. Save your game at the typewriter inside the building, trade with the merchant on the landing just outside, then approach the southwest gate. Press **A** when prompted to make Ada fire her hook shot and flip over the gate, heading into the passage beyond.

Goal

Gigante Way



You arrive at the ravine-like pathway where Leon fought his second El Gigante (if you decided to go that route,

that is). Search around the cabins to find a ton of prizes, including grenades and an assortment of ammo. Use Ada's hook shot to reach two high platforms above the cabins, one at either side of the path. Smash the barrels to find shotgun ammo, a canister of first aid spray, and the Yellow Catseye that completes the Beerstein.

Move through the west gateway once you've cleared out the area near the cabins and take the red herb on the other side of the gate. Check on Ada's health and ammo,

then move forward until El Gigante drops to block the far door ahead. The monster lands quite a ways off, so pick it apart with the rifle as it lumbers near. Toss a hand grenade when it gets close to bring it to a knee, then climb its back just like Leon did, and swing the Wii Remote to carve into the giant's exposed Plaga.



You don't have to fight El Gigante if you don't want to. Simply dash past the giant and hurry through the door beyond.



Ada's much faster than the lumbering giant, so use her superior speed to outmaneuver the monster and keep a safe

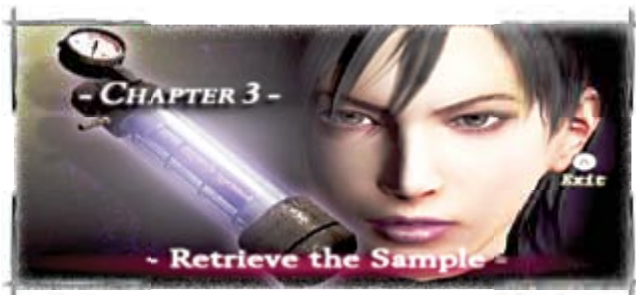
distance. Pelt it with the rifle from afar or just keep tossing hand grenades until you finally dispatch the fiend. Be ready to shake the Wii Remote to avoid being crushed when the giant collapses, and make sure to snag the 10,000 pesetas it leaves behind. Collect the green herb near the north door afterward and then head on through.

Ada arrives at the abandoned cabin just moments after Leon and Luis manage to repel the onslaught of attacking villagers. As Luis exits the cabin, the two share a brief

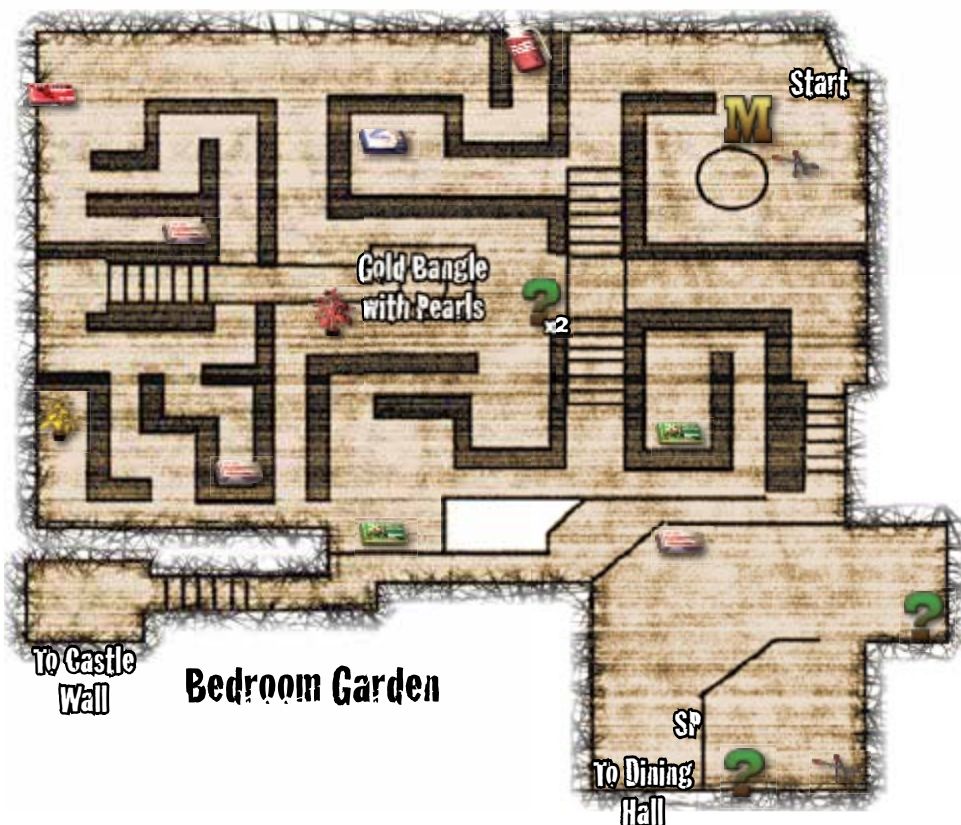
conversation. Luis admits that he hasn't retrieved a sample of Las Plagas yet but says that he soon will. He doesn't really care who Ada's working for, just as long as she helps him take down Saddler and Los Illuminados.



Chapter 3: Retrieve the Sample



Ada has a run-in with Leon inside a bedroom suite of Salazar's castle. When Leon gets the upper hand and starts asking too many questions, Ada causes a distraction and flees to the outdoor garden. Wesker contacts her shortly thereafter, informing Ada that Luis has managed to secure a sample of Las Plagas. He tells Ada to infiltrate the castle, retrieve the sample from Luis, and kill Leon when the chance permits.



Talk to the merchant standing in the garden to find that the man now offers a large attaché case and a new weapon, the bowgun. The bowgun is an awesome tool of destruction but you likely won't have space for it until you purchase the larger attaché case. You probably won't have enough cash to buy both of these items, so upgrade your attaché case and plan to buy the bowgun later.



Collect the bowgun bolts from the fountain behind the merchant and store them for later. Don't sell the bolts for extra funds; you need all the bowgun ammo you can get. Round the corner and dispatch the cultists who rush you from the nearby steps, then turn right before the steps and dispatch a red-robed leader guarding a chest. A spider-like Plaga may erupt from the leader's head, so be wary. Collect the 3,000 pesetas the zealot drops and then open the chest he was guarding for some TMP ammo.



Climb the nearby steps to reach a short walkway. From this vantage, use Ada's rifle to dispatch a distant crossbowman on some steps to the left and another red-robed zealot in the garden maze close by. If you don't care to explore the maze, simply turn left and drop off the walkway, blasting any Illuminados you encounter on your way toward the southeast steps. Lots of ammo and prizes await in the maze if you care to brave it, and it's not nearly as dangerous as it was when you explored it as Leon. No Colmilllos jump out at you; just expect to encounter a cultist at every dead end.



After raiding the maze, head up the southeast steps and enter the elegant bedroom beyond. Raid the suite for goodies, making sure to collect the bowgun bolts from the armoire in the dressing room. Save your progress at the typewriter afterward and then proceed through the nearby door.

After raiding the maze, head up the southeast steps and enter the elegant bedroom beyond. Raid the suite for goodies, making sure to collect the bowgun bolts from the armoire in the dressing room. Save your progress at the typewriter afterward and then proceed through the nearby door.

After raiding the maze, head up the southeast steps and enter the elegant bedroom beyond. Raid the suite for goodies, making sure to collect the bowgun bolts from the armoire in the dressing room. Save your progress at the typewriter afterward and then proceed through the nearby door.

Secrets and Extras

Separate Ways

To Bedroom
Garden

Dining Hall

To Exhibition
Chamber

A zealot stands at the far end of the hall beyond the bedroom door. Pick him apart and dispatch the next cultist



around the corner ahead. Blast the crossbowman at the far end of dining hall, then search the tables and cupboards for items. Don't enter the room to the east just yet; instead, eliminate the unwary red-robed cultist in the southeast corridor and then pass through the door beyond, which leads to a new area.

Legend		Bowgun Bolts		Handgun Ammo
		Flash Grenade		Random
		Green Herb		Shotgun Ammo

To Castle Wall

You arrive at a small storage chamber filled with goodies. Before looting the place, kick open the far metal door and



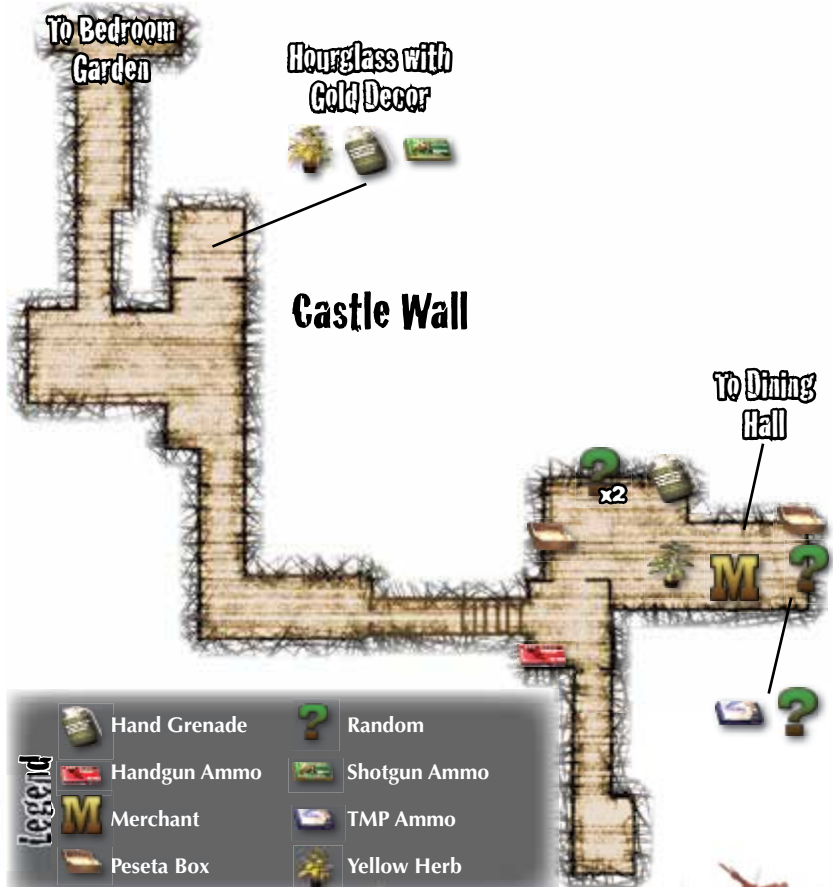
unload on the zealots in the small chamber beyond. Return to the storeroom afterward and smash the many vases, boxes, and barrels for valuables. Trade with the resident merchant and purchase the bowgun now if you can. After looting the place, head through the metal door and secure the corridor beyond.

Hourglass with
Gold Decor



Castle Wall

To Dining
Hall



Legend		Hand Grenade		Random
		Handgun Ammo		Shotgun Ammo
		Merchant		TMP Ammo
		Peseta Box		Yellow Herb

resident evil

Wii edition



Defeat the red-robed cultists in the decorative corridor, then secure the outdoor pathway ahead. The rifle comes in handy against the crossbowmen you encounter out here. After securing the pathway, approach the locked metal door near the fountain; this is the one Leon couldn't open without Ashley's help. Make sure Ada's in good health, equip a shotgun, then use her hook shot to sneak through the high window and enter the tiny chamber beyond.

A masked zealot assaults Ada the moment she lands in the chamber. Immediately blast him with the shotgun and finish him off with the knife once he's down. Raid the room's chests to claim a number of useful items, including the important **Hourglass with Gold Décor**. Backtrack through the storeroom afterward to return to the dining hall.



Now enter the dining hall's east chamber to trigger the same trap Leon fell into when he passed through this room. A

cage slams down, trapping Ada in the center of the chamber with a number of Illuminados and a fearsome Garrador. Quickly toss a hand grenade straight ahead to blast away the surrounding hostiles and destroy the lock on the cage's door. Rush to kick down the door and exit the cage, then work at securing the room as you did with Leon.

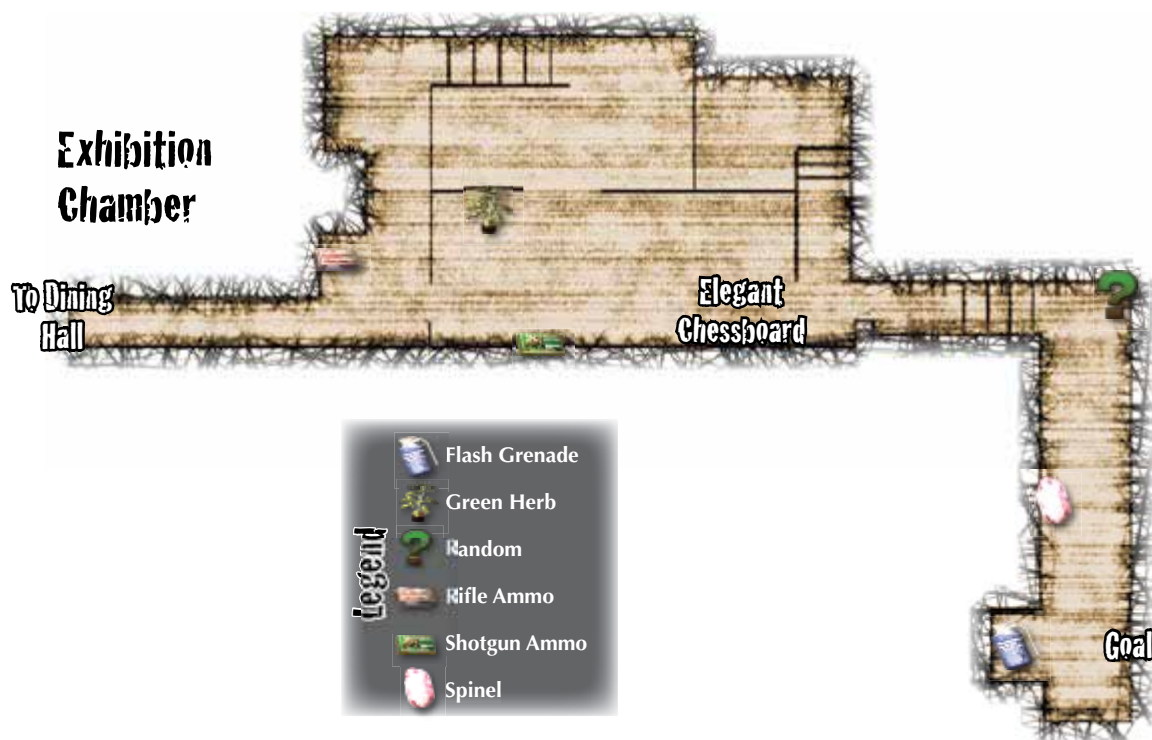


If things become too intense, fall back to the dining hall to create a little breathing room.



Hunt for items once the chamber is secure, grabbing bowgun bolts from the side hall near the bell. Examine

the open chest on the pedestal in the center of the chamber afterward. Ada discovers a false bottom to the chest and an odd indentation beneath it. Place the **Hourglass with Gold Décor** into the chest to unlock the east door and gain access to the room beyond.



Ada sees Leon fighting off a gang of Illuminados in the next chamber and quickly ducks out of sight. She can't let Leon see her or she'd have to kill him as Wesker ordered. Cross the walkway ahead and blast the cultists that enter from the far door. More zealots are sneaking up behind you; either spin around and open fire or drop off the walkway to hole up in the chamber below. Eliminate the large number of minions you face here and then search the chamber for valuables, including an Elegant Chessboard hidden in the southeast corner.



Ada hears voices coming from behind her after she moves through the door. She ducks for cover while Leon and Luis enter the hall. Luis has the Plaga Sample in hand but doesn't live long enough to deliver it; Saddler appears and pierces the researcher through his chest with a horrific appendage. Collecting the sample, Saddler turns and leaves with a laugh, while Leon rushes to comfort his dying friend.



Leon's taking care of business at the north half of the room, so you can't go over there. Cross the walkway and proceed

through the east door instead. Finish off the last few cultists who guard the hallway beyond the door and shoot the glimmering object in the alcove for a flash grenade. Smash two small vases in the hall for valuables before continuing through the far door.

Chapter 4: Stop Leon's Assassination



Wesker sees Leon's continued existence as an opportunity. While he initially wanted Leon dead, Wesker now believes the chaos Leon's causing will give Ada a chance to retrieve the Plaga Sample from Saddler. Unfortunately for Wesker, he tells Ada that he's ordered Krauser to finish Leon off. Ada decides to play by her own rules this time and save Leon's life.

resident evil

Wii edition



Ada must travel through a few dangerous areas en route to save Leon from Krauser's blade. She begins in a massive

underground tunnel filled with flaming wreckage—Leon must have gone this way. Move forward and take out the militants who emerge from the side tunnel on the left. A berserker eventually approaches from beyond the wreckage in the main tunnel, so be ready to take him out. Secure the insertion point and then explore the left side tunnel, using

supplies.

Return to the main tunnel and spy a few unwary militants standing in the distance beyond the wreckage.

Fire on the explosive barrel that's right next to the men to kill them all in one shot. Move forward and collect the items they've left behind, along with some shotgun ammo on a nearby crate. Also notice the Golden Lynx statue in the pile of flaming debris nearby. You can't reach the statue just yet and the debris blocks your path, so move through the door on the left and head into the side tunnel to proceed.



Legend		Bowgun Bolts		Random
		First Aid Spray		Rifle Ammo
		Flash Grenade		Shotgun Ammo
		Green Herb		TMP Ammo
		Hand Grenade		Velvet Blue
		Handgun Ammo		Yellow Herb
		Merchant		

Militants patrol the side tunnel beyond the door. Take them all out and then search around for goodies, moving toward

the far door leading back into the main tunnel. More soldiers lie in wait on the opposite side of the door; lure them into the side tunnel to kill them all with minimum fuss. Be careful when returning to the main tunnel because a crossbow militant fires at you from a high footbridge to the left.



When the main tunnel is finally secure, head out there and grab the velvet blue from the ground nearby. Turn

right and then approach the pile of flaming debris you've just circumvented. Ada can grapple up to the pipes above the wreckage; do so and then cross the pipes to reach a large ventilation shaft. Blow away the unwary berserker you encounter in the shaft, and then drop down through the hole near the fan at the opposite end. Be ready to blast a militant who stands in the storage room below, then grab the yellow herb he was guarding.

Secrets and Extras

Separate Ways



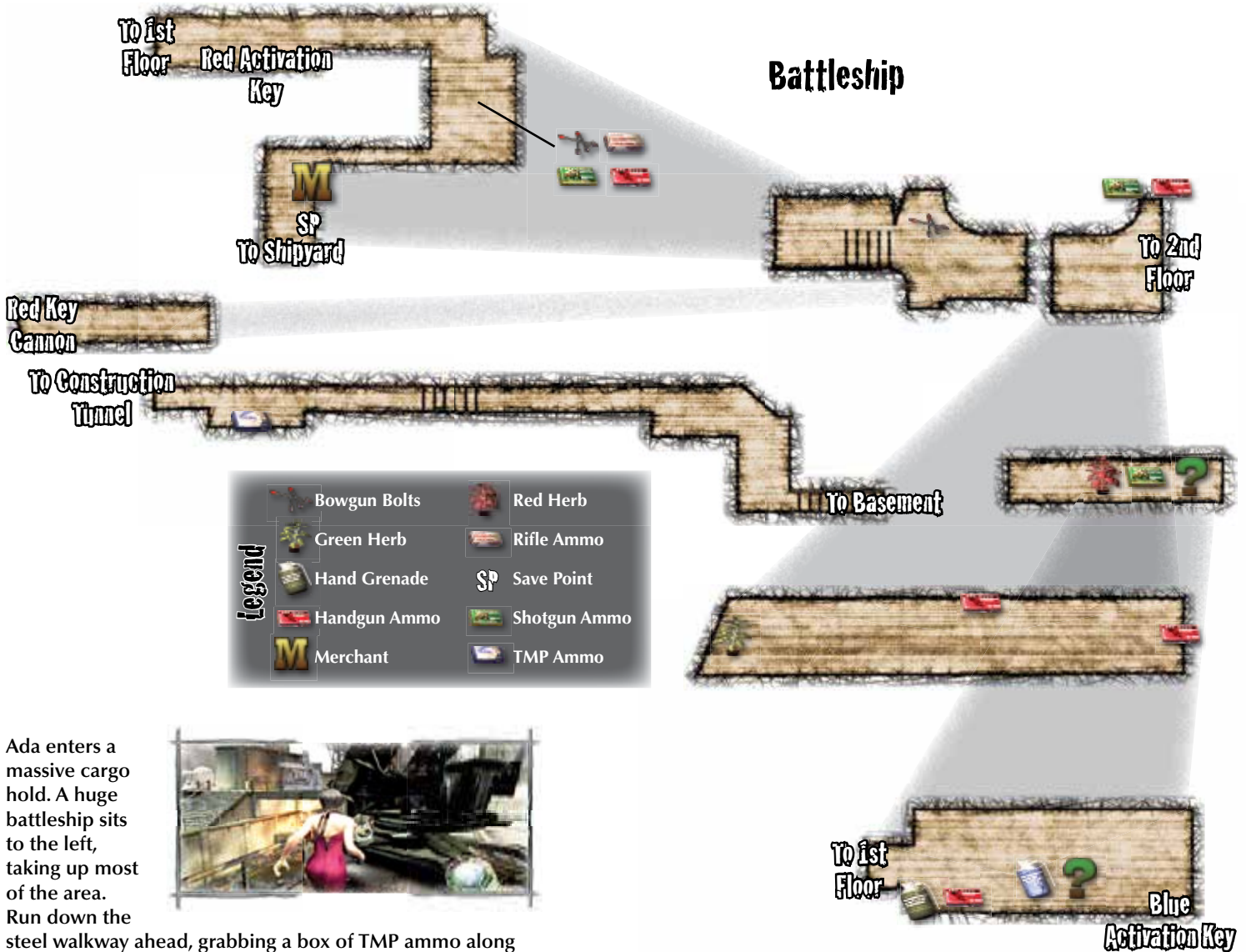
Exit the storage room through its only door. You're now standing amid the flaming pile of wreckage. Claim the

Golden Lynx statue from the debris, then turn right and climb up onto a tire to find some bowgun bolts. Climb onto the stack of crates ahead and then drop down to return to the main tunnel once more.



Run to the end of the main tunnel and find a first aid spray hidden behind the northeast crates. Use Ada's hook shot to

reach the walkway above and then proceed through the north door.



Ada enters a massive cargo hold. A huge battleship sits to the left, taking up most of the area.



Run down the steel walkway ahead, grabbing a box of TMP ammo along the way. You soon encounter an inactive gun battery that requires a special card key to activate. Ignore the weapon for now but remember its location for future reference. Continue down the walkway and find a hand grenade atop a nearby drum. Make sure Ada's in good health and then head downstairs.

resident evil

Wii edition

All hell breaks loose once you reach the bottom stair. A large group of militants rushes forward from concealment

and the battleship's huge turrets round on Ada, quickly opening fire. Immediately turn around and run upstairs to take cover behind the large metal plate on the stairwell. Spin around again and remain on the stairs as you lay into the advancing soldiers. Dispatch the whole crowd.



With the militants out of the picture, wait for a break in the battleship's gunfire and then dash forward, heading

downstairs and quickly crossing to take cover behind the large cargo bin ahead. Wait for another break and then dash out to grab the **Activation Key (Blue)** from the stacked wooden crates nearby. Quickly turn and retreat to take cover behind the large cargo bin once more.

Wait for another pause in the gunfire and then dash to the stairs. Hide behind the metal wall until the shooting

subsides once more and then dash to the gun battery you noticed earlier. You may now operate the weapon; use the **Activation Key (Blue)** to turn it on, then open fire on the battleship's three active cannons. One cannon lies dead ahead, the other two are just to the right. Destroy all three to calm things down a bit.



Annihilating the battleship's cannons causes a gondola-like lift to start up at the east end of the walkway. A host of

militants then pours out of the battleship, moving to cross the gondola and attack Ada on the walkway. Your gun battery is inoperable, but Ada's rifle works just fine; pick off as many soldiers as you can from range before moving downstairs again to ride the gondola over to the battleship.



Now that the battleship's cannons have been destroyed, you can safely search the lower portion of the walkway to find a selection of useful items.

Climb the ladder at the lower portion of the walkway to reach a higher ledge. Find an assortment of valuable items

up here, then use Ada's hook shot to climb even higher. Collect even more items from this third tier and notice another inactive gun battery; you'll soon be using this one as well. Drop down afterward to return to the second tier, then step onto the gondola to ride over to the battleship.



See if you can pick off more hostiles on the ship from the tall platforms near the gondola.



The moment you set foot on the battleship, immediately turn and run to one end of the deck. Fire away at the militants

who drop down from above and rush to assault you. Secure the lower deck and search it thoroughly for items before climbing up the ladder to the deck above.

You guessed it: more soldiers await you on the higher deck. Move to the corner, stand your ground, and pelt each

hostile in turn to keep them off-balance and unable to swarm in. Leap across the short gap in the deck and secure the east side, then sweep the deck for items before climbing up the short ladder ahead.



Secrets and Extras

Separate Ways

Yet more militants rush in to attack the moment you climb up. One carries a shield and the other tosses dynamite; blast them both with the shotgun to keep them at bay. Smash a nearby box for a red herb, make sure Ada's health is in the green, and then move forward. A massive cannon rises directly in front of Ada, and four others pop up from various spots on the ship. Stand perfectly still while the cannon ahead fires to the right and misses, then quickly move right until you can hook shot up to a higher platform.



Ada can be struck by cannon fire while operating the gun battery, so waste no time in destroying the battleship's turrets.



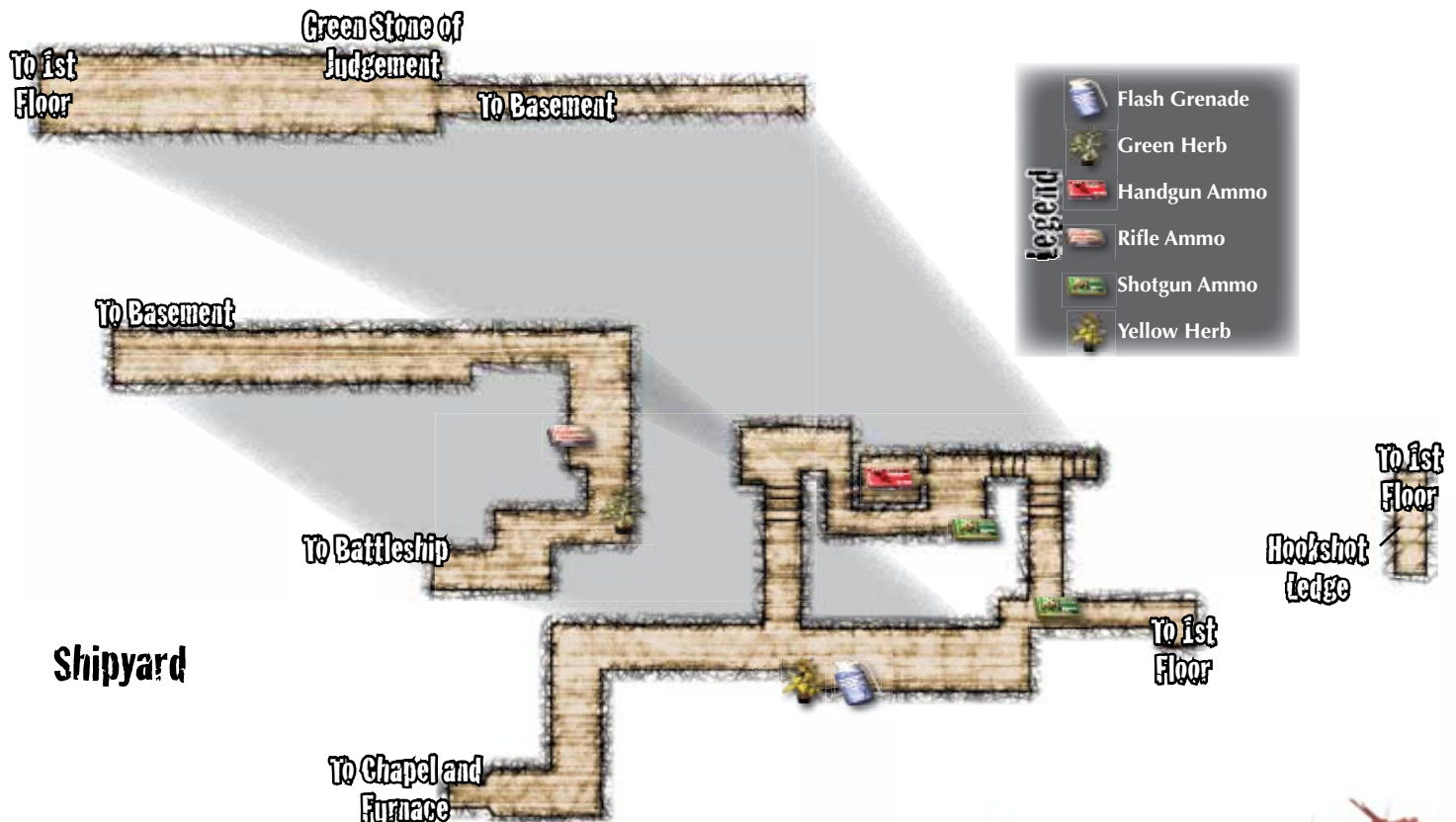
Destroying the battleship's cannons damages the vessel so severely that it quickly goes up in flames. An



As luck would have it, the **Activation Key (Red)** that powers the gun battery you noticed earlier sits atop the tall

platform. Take the key, then turn right and run to the edge of the platform. You can see the gondola in the distance; press **A** to make Ada hook shot across the area, landing on the platform with the gun battery. Hurry to activate the weapon, then destroy the battleship's five active cannons.

explosion is imminent; you have only three minutes to flee the scene. Drop from your current platform to reach the one below, then ride the gondola over to the ship's lower deck once more. Be wary of lingering militants and quickly put them down with Ada's shotgun as you climb ladders and return to the top of the ship. Defeat the final TNT militant who guards a metal gate at the ship's apex and then rush through the gate to safety. The ship blows up and sinks, and the danger is over. Collect items from the short walkway ahead, trade with the merchant if you like, and then proceed through the nearby door.



Resident Evil

Wii edition

Dispatch the militants who attack you on the initial metal walkways of this area. One carries a shield and tends

to blend in with the surroundings, so move slowly and cautiously. Las Plagas may burst from the soldier's heads, so be prepared. Cross the upper walkways and then drop down to the ones below, collecting items and dispatching soldiers as you explore the area.

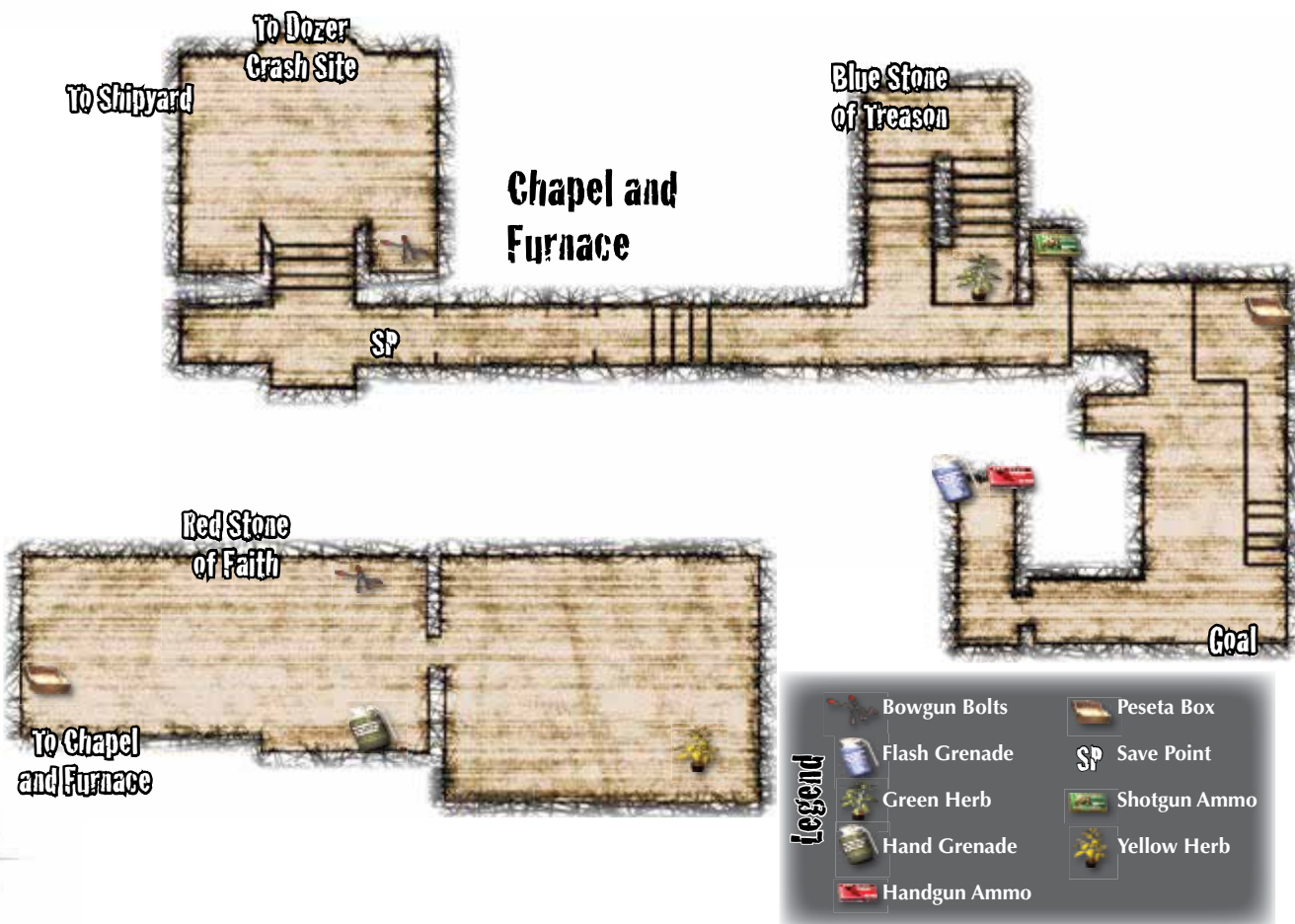
Drop to the bottom of the yard when you encounter a door that can't be opened and move to secure the lowest section of the area. Many more soldiers attack you down here; back into a corner and try to use the explosive barrel in the distance to your advantage. Secure the grounds and then hunt for items, finding shotgun ammo, a velvet blue, and some TMP ammo. Kill the hostiles on the east walkway, then use Ada's hook shot to reach the walkway and climb up the ladder that follows.



Turn right when you reach the walkway above and blast the gang of soldiers at the east end of the ramp.

Take the Green Stone of Judgment the men were guarding and combine it with the Golden Lynx for added value. Turn around and cross the walkway, kicking open the steel mesh door ahead and then picking off the soldier who stands atop the shed ahead. Proceed down the stairs that follow and search the small shed to find some handgun ammo.

Exit the shed, turn right, and continue across the walkway. Drop down when you reach the other side and take the flash grenade and yellow herb. Quickly turn right and unload on the shielded soldiers who rush to attack. Proceed along the walkway that follows, picking apart one final militant on your way to the far ladder.





The ladder leads up to an odd sort of chapel. Turn left and enter the steel doors to the north to reach the dozer crash site. Ada assumes the wreckage is Leon's handiwork; search around for valuables, finding a yellow herb, a hand grenade, some bowgun bolts, and the Red Stone of Faith.

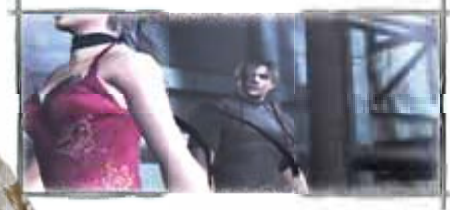


Return to the chapel and check the shadowy area to the left of the steps ahead to find more bowgun bolts. Save your progress at the typewriter atop the steps and then proceed down the hall toward the furnace stairwell. Collect the shotgun ammo from the end of the walkway, then turn to annihilate the two shield-toting militants who climb the stairs behind you and attack. Secure the stairwell and shoot the overhead skylight to drop the Blue Stone of Treason, which completes the Golden Lynx statue. Enter the door at the bottom of the stairs and move to secure the furnace chamber beyond.



The furnace leads to the machine room, where Krauser and Leon are engaged in a furious knife fight.

Take the velvet blue from the base of the area and then use Ada's hook shot to reach a high platform. Ada arrives just in time to save Leon from certain death at the hands of Krauser, but you must help her: be ready to press **(A)+(B)** when indicated to fire on Krauser's knife before he stabs Leon through the throat.



Seeing that he's outnumbered and the rules have changed, Krauser makes a tactical retreat. Ada is surprised to learn that Leon and Krauser are past acquaintances. She's still not ready to let Leon in on what she's up to though and quickly departs, leaving Leon to his mission.



Chapter 5: Obtain the Sample



Ada reports to Wesker that Leon and Krauser have fought each other, and that Leon has won. Impressed with Leon's survival skills, Wesker tells Ada to continue to use the distraction Leon is causing to help her retrieve the Plaga Sample. He also orders her to make sure both Leon and Saddler are dead when the whole mess is over; he doesn't want anything getting in the way of his plans.





Return to the ground and hunt for items in the vicinity before continuing. Militants rush you as you move up the trail;

retreat to the small tent near the bunker and let the men come to you. Blast holes through the soldiers, then continue your infiltration of their base. Use the rifle to pick off the dynamite-tossing militant on the ledge ahead and then collect the yellow herb near the walkway that follows.



Don't cross the walkway just yet; more soldiers stand on the far end and toss dynamite at you if you try to cross. Shoot

the explosive barrel near the men to neatly wipe them out. If anyone should survive, climb the ladder to the top of the ledge that the previous TNT militant stood upon, and slash them as they give chase. Also claim the red herb from atop the ledge.

Cross the walkway when it's safe to do so, make sure Ada's health and ammo are in good shape, and then enter



the bunker ahead. A militant drops a flaming barrel down behind you, trapping you inside the structure. Soldiers then begin dropping in through the hole in the ceiling to attack. There's no escape, so back into a corner and unload on the men with the shotgun or TMP. Avoid scoring headshots to reduce the appearance of Las Plagas; aim for the soldiers' legs instead.



Don't forget how valuable a flash grenade can be when faced with multiple Plagas.

Keep killing hostiles until the north door finally opens. A crossbowman and a TNT soldier stand near an

explosive barrel just up the path ahead. Remain in the bunker and quickly shoot the barrel to kill both hostiles before either one has a chance to attack. Step outside afterward and pick off the crossbow militant on the ledge to the left to secure your surroundings, then search around for goodies. Proceed up the nearby stairs when you're ready to move on, using the pulley at the top to reach the lever on the far ledge. Pull the lever to open the blast door below, then drop down and move through.



Drop to the lower area and collect a variety of valuables from the tents and alcoves.



Ada falls into the same trap sprung on Leon when he entered the second half of the militant base: The blast

door slams shut behind her and hostiles begin firing at Ada from all directions. Immediately turn left and run into the side tunnel, climbing its ladder to reach the upper walkway. Dispatch the unwary guard up there and then use the rifle to pick off the crossbowmen on the surrounding ramps and walkways. Ada can't crouch for cover like Leon, so make sure to keep her health in the green throughout this scenario.



Look to use explosive barrels against the crossbow militants on the ground.

Resident Evil

Wii edition



Cross the walkway once you've dealt with the surrounding crossbowmen. As you do so, a commando

appears at the ramp's far end, blocking one of the two levers that open the blast door to the north. Make certain Ada is in good health, equip the bowgun, then fire four bolts at the warrior to bring him down from range. Move to his location afterward and collect the 4,000 pesetas he dropped, then pull the lever on the wall.



If you're carrying fewer than 20 bowgun bolts, use the rifle or TMP to bring down the commando instead.



Drop to the ground, cross the area, and then climb the south ladder to reach the walkway that leads to the other lever. Another commando drops in to guard the lever when you reach the top. Again, use the bowgun to dispatch the warrior from range, or employ the rifle or TMP if you're low on bolts. Collect the nearby green herb and bowgun bolts afterward, nab the pesetas the commando left behind, and then pull the far lever to open the blast door, clearing the way forward.

Cliffside Ruins

To Ancient Passage

Red Eye

Proceed up the steps beyond the militant base, grabbing some rifle ammo along the way. Put that ammo to good use against the remote crossbow militant who opens fire when you near the top of the stairs. Another militant armed with a rocket launcher stands in the distance, looking out over the edge of the cliff. Pick him off from range to end a potentially lethal threat.



The militant was admiring his handiwork; look over the cliff's edge to spy Mike's smoldering helicopter.



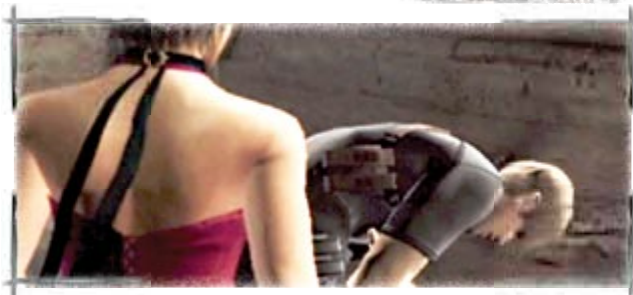
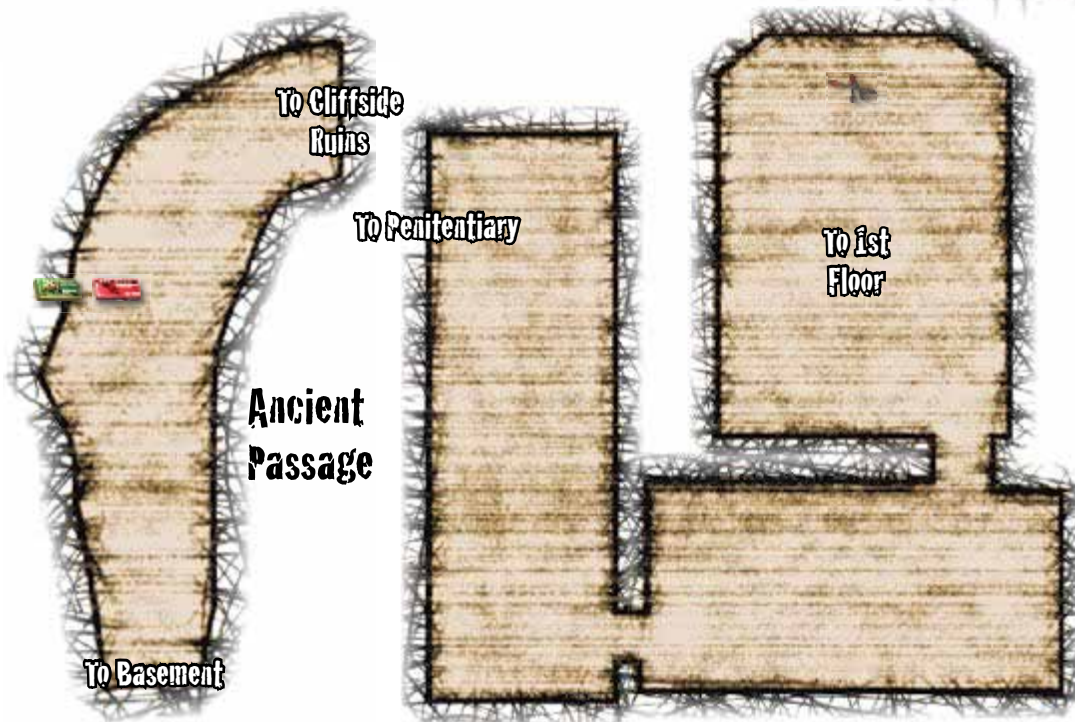
Wipe out the soldiers standing near the gate from range, then smash the barrel in the midst of the ruins to find a yellow herb.

Quickly spin around to blast the soldiers who sneak up from behind as you move to collect the herb. Return to the trail and shoot the glimmering object lodged at the top of a pillar to claim the Red Eye gemstone, then continue through the gate ahead.

Legend

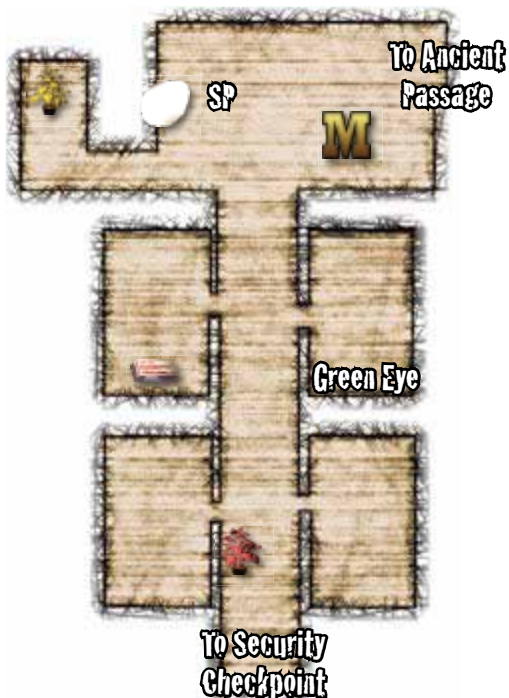
- Green Herb
- Rifle Ammo
- Yellow Herb

To Militant Base



Move along the short trail that follows and collect the handgun and shotgun ammo from a small rock. Drop to the lower passage that follows, then turn around to collect some bowgun bolts. Ada sees Leon choking up blood in the next chamber; the parasites are doing their work. Unable to control himself, Leon grabs Ada by the neck and starts strangling her. Fortunately, Ada manages to stab him in the thigh with a small knife, inflicting just enough pain to help Leon snap out of it. Proceed through the doorway that follows after the confrontation.

Penitentiary



Ada enters a foul prison. Search around for items and trade with the nearby merchant if you like. Use the rifle to dispatch the militants who advance down the hall; they all line up neatly, allowing for easy kills. Search the cells for valuables and don't miss the Green Eye gemstone in the southwest unit. Save your progress at the typewriter near the merchant, and proceed through the south door when you're ready.



Resident Evil

Wii edition

Krauser Lives

Head down the stairs outside the prison, collecting handgun ammo and TMP ammo from the bottom step. Ada

suddenly senses danger and leaps out of the way; Krauser stands atop a nearby rooftop and hurls a chunk of metal at her with tremendous force. Without missing a beat, Ada fires her hook shot and lands on the roof with Krauser. The two exchange words and the battle begins.

Krauser has no new tricks up his sleeve; he uses the same tactics he employed against Leon, covering up with his gory arm, dashing into range, and then attacking with tremendous force. Pelt his exposed feet with the TMP and be ready to wave the Wii Remote or press **A+B** to avoid his vicious strikes. The TMP is ideal, as its rapid firing helps interrupt Krauser's furious assaults.

Each rooftop features a small assortment of items. You risk being struck by Krauser if you move to get them; leave them be if your ammo and curatives are in good supply.



After suffering a bit of damage, Krauser leaps to a distant rooftop. Ada quickly gives chase using her hook shot

device, and the battle goes on. Again, use the TMP to punish Krauser until he flees to a third rooftop. Repeat the same tactics to finally kill the man.



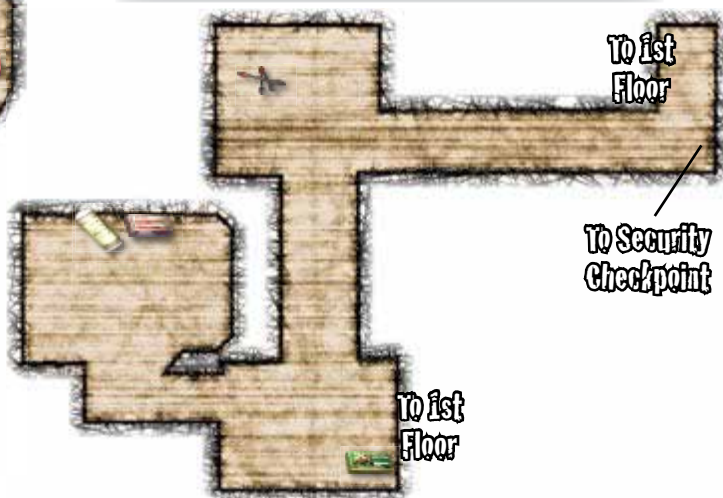
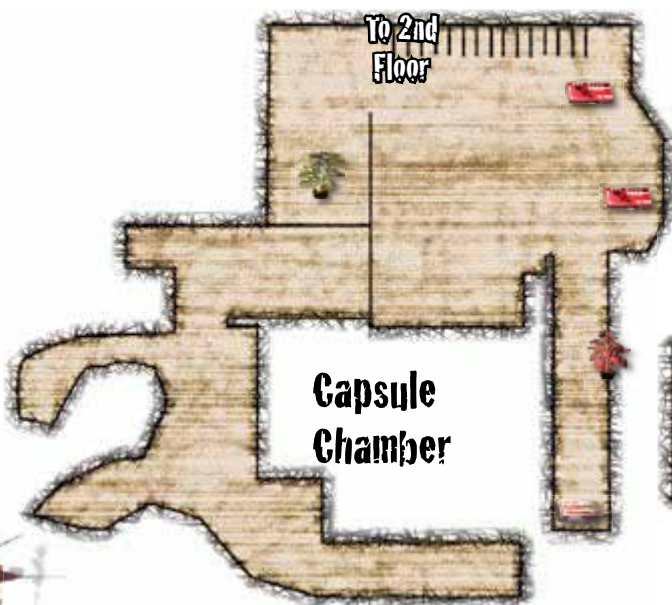
Krauser can't withstand punishment like he could in the past, but his attacks are particularly devastating against Ada. Make sure she's close to full health throughout the fight.



Ada zips to a nearby ledge after dealing the final blow to Krauser. Turn left and collect the Butterfly Lamp from the ground

nearby, then fit the three gemstones you recently found into the treasure for increased value. Hop over the low wall nearby and smash the barrels beyond for goodies. Trade with the merchant if you like, then save your progress at the typewriter and hook shot onward to the next area.

	Bowgun Bolts		Red Herb
	First Aid Spray		Rifle Ammo
	Green Herb		Shotgun Ammo
	Handgun Ammo		



Secrets and Extras

Separate Ways

Ada slips into Saddler's complex just as Leon barges in to free Ashley from the strange capsule-shaped device she's



being held in. Saddler appears and threatens to ruin Leon's rescue mission, but Ada has other plans. She opens fire on the cult leader from her position on a high walkway, filling the man full of lead. The attack has little effect however, and Leon and Ashley quickly flee. As Saddler gives chase, Ada fires at a collection of volatile barrels above the doorway and sends them crashing down aflame, preventing the cult leader from reaching his quarry. Undeterred, Saddler turns to face Ada instead.



Depending on your accuracy, it takes about 10–20 bowgun bolts to finish off the cult leader. Saddler is most vulnerable

at the head, so aim high. Grenades work in a pinch as well. If you're all out of explosives, move to the room's center, equip the TMP or shotgun, and just blast away. Saddler will eventually fire your bullets back at you, so quickly run around the central capsule and hide from the return fire. Hit Saddler with everything you've got and keep dodging his attacks until you finally bring him down.



Here's hoping you've been saving your bowgun bolts, because you need a lot of them to bring the cult leader

down. Firing at Saddler with any standard weapon yields unfavorable results; the man soaks up the attack and quickly unleashes a chaingun-like counter assault, firing the bullets right back at you. Use the bowgun instead; Saddler can't retaliate against explosives.



Saddler pursues Ada relentlessly around the confines of the capsule chamber, dashing about

with frightening speed and lashing out at her with his grotesque extendable arm. Most of his attacks can be avoided, so be ready to press (A)+(B) or wave the Wii Remote at a moment's notice to dodge his decimating blows. Run in a circuit about the chamber, crossing the walkway, dropping off the far edge, then running up the steps to return to the walkway once more. Pound Saddler with the bowgun whenever he isn't right on top of you.



There are many items in the chamber, including red and green herbs, a first aid spray, and some bowgun bolts. Make the most of these.



resident evil

Wii edition

Final Countdown



Ada thinks she's defeated Saddler, but the tyrant still has a few tricks up his sleeve. After collapsing to the floor, he waits for Ada to turn away, then attacks her from behind. Ada awakens to find herself all tied up, dangling from a crane in an unfamiliar construction yard. Fortunately, Leon arrives on the scene moments later and frees Ada from her predicament with a toss of his knife. Saddler then appears and the final battle begins.



Your role here as Ada is to hurry along a network of walkways and scaffolding, striving to reach the **Rocket**

Launcher (Special) that Leon needs to defeat Saddler. You're working under a tight time limit of only two minutes, and many underlings try to block your path as you rush to your destination. Use Ada's shotgun to blast each hostile that gets in your path and don't bother stopping to finish off the wounded. Keep moving or you'll never make it to the final platform in time.

The route is very straightforward; hook shot over to the scaffolding and then just keep moving forward.

Stop only to remove enemies from your path with the shotgun. Drop down to lower walkways and hook shot to distant ledges as necessary until you finally reach the far west platform where the **Rocket Launcher (Special)** is located. Once you hook shot over to that platform, quickly turn around and drop to the lower ledge, where the launcher is found. Pick up the launcher and Ada then throws it to Leon, who quickly deals Saddler the final blow.



You already know the rest: Saddler drops the Plaga Sample once he's killed and Ada takes the sample from Leon at gunpoint. She then flees to her evac chopper, while Leon must take a harder road to freedom. Mission accomplished!



Congratulations! Now that you've beaten Separate Ways, new costumes and bonus weapons are available in the main game! Don't forget to visit the Extras menu and watch Ada's final report.



resident evil®

THE UMBRELLA CHRONICLES

SNEAK PREVIEW



In a shadowy facility hidden within the peaceful mountain town of Raccoon City, they worked in secret to create a terrifying weapon. Instead, they made a fatal error, unleashing a virus that instantly transforms life into death...and death into a living nightmare.

They operate above the law, and their hunger for power and domination is insatiable.

Many have tried to stop them, but like their horrific creations, this corporation and its darkest secrets have somehow managed to survive.

How did it all begin? Is there a headquarters? What are they working on now? What is their ultimate goal? These and many other questions have remained unanswered...until now.



**WHO ARE THEY REALLY?
THEY ARE UMBRELLA.**



**AND YOU'LL NEVER
EXPECT WHAT'S
COMING.**



TOP SECRET

resident evil
THE UMBRELLA CHRONICLES



Resident Evil The Umbrella Chronicles takes you through classic locations from the prequel through *Resident Evil 3*. Explore the original Mansion and Raccoon City in full 3D as you battle your way to the never before seen locations, including the nightmarish Umbrella Stronghold.



As you explore and uncover secrets, you unravel the gruesome truth that ties together familiar events of the *Resident Evil* saga.



See familiar faces as you get closer to uncovering the truth, including Billy Coen, Rebecca Chambers, Chris Redfield, Jill Valentine, and Carlos Oliveira.



The non-stop action leaves you white-knuckled! Use the Wii Remote™ as a gun in highly intense combat against hordes of zombies, multiple new foes, and various creatures in a dynamic first-person perspective.



Choose various routes and multiple interactive pathways throughout the game for multiple levels of replayability!



Certain weapons can now destroy environments and items! Shoot objects and watch them splinter, explode, and disintegrate.



Lock and load with multiple weapons, including pistols, submachine guns, rocket launchers, grenades, and many more explosive toys. Remember, if all else fails and you're out of ammo, there's always your trusty knife.

